

Among sites around the country where MICA has partnered for curricular projects, and where students and alums have landed internships and jobs:



NASA Goddard Space Flight Center  
NASA Jet Propulsion Laboratory  
Johns Hopkins Institute for  
NanoBioTechnology (INBT)  
Johns Hopkins School of Medicine Center for  
Data Science in Emergency Medicine (CDEM)  
Johns Hopkins School of Public health  
Cochlear Center for Hearing  
and Public Health  
Johns Hopkins University Applied  
Physics Laboratory  
R Adams Cowley Shock Trauma Center  
Millenium Space Systems  
Maryland Science Center  
American Institute of Physics  
IBM Research  
Google  
Smithsonian Natural History Museum  
Space Telescope Science Institute  
Medtronic  
Jacobs Technology  
Ball Aerospace  
General Dynamics Missions Systems  
Texas Biomedical Research Institute  
Microsoft  
Naked Prosthetics  
BD Diagnostics  
GeoSearch Environmental Information  
Walter Reed Army Institute of Research

MICA students who seek to deepen their understanding and experience in fields such as science and technology can take advantage of a growing number of programs and partnerships the College is offering.

HEMI/MICA Extreme Arts Program

This initiative brings faculty and students from MICA together with those from the Johns Hopkins University's Extreme Materials Institute (HEMI) to collaborate and explore ways to represent, visualize, and interpret research into how materials and structures react under extreme conditions. Core components of the partnership include an Artist/ Designer in Residence program for MICA faculty, a Summer Project/ Internship program for MICA students, and Extreme Arts Workshops.

Students in the internship explore various ways to visualize representations of the HEMI's research. Among work one recent intern completed was an animated gif that illustrated the helium rain process and inner structure of Saturn, which allowed a researcher to better interpret their hypothesis during presentations. Another, who worked with a team studying how micro-architectures can attain desired properties of flexibility and strength, applied their knowledge of materials to work with properties of plywood to produce a new way of 3D printing.

MICA + NASA

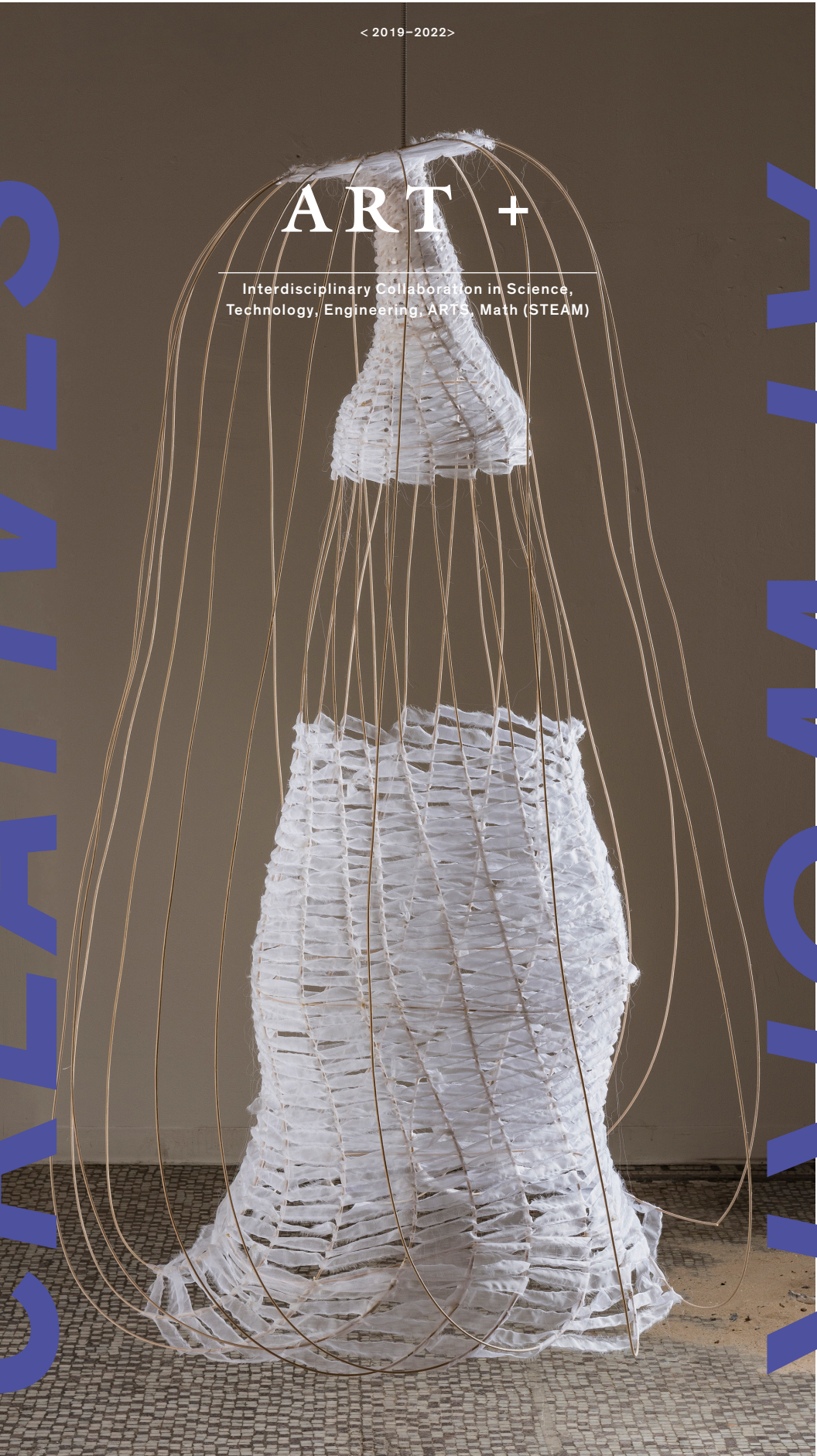
For almost a decade, MICA has partnered with NASA's Goddard Space Flight Center through curricular programing and internship opportunities. Through the Animation Department's Astro-Animation course, students collaborate with scientists at the Fermi Gamma-ray Space Telescope to translate astronomical or planetary concepts into animated films that help educate the public about Fermi's mission and the science behind it. The results include short films that explore concepts such as dark matter, high mass x-ray binary star systems, polycyclic aromatic hydrocarbons, and how neighboring black holes are affected by gravitational waves.

Summer internships centered on astrophysics and animation allow students to expand their experience communicating scientific and engineering concepts visually. Past student interns have not only created animations but also illustrations and videos featuring interviews with scientists. with properties of plywood to produce a new way of 3D printing.



Office of Undergraduate Admission  
mica.edu admission@mica.edu  
410 225 2222

CREATIVES

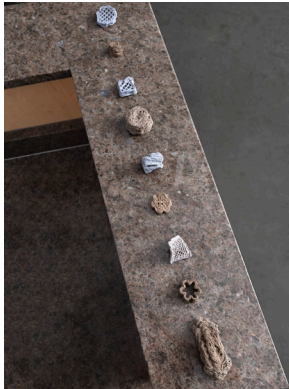




MICA graduates emerge from college future-ready, with agile thinking abilities and problem-solving skills that allow them to thrive across fields and disciplines.

↓

...IN CUSTOM  
NANOFIBER,  
MICRO, AND  
DIGITAL  
MANUFACTURING



Shangtong Li

INTERDISCIPLINARY  
SCULPTURE

is a Design Associate and Facilities Technician at DiPole Materials, an electrospinning company specializing in custom nanofiber manufacturing. While at MICA, Li pursued her cross-disciplinary interests in sustainable material development in the College's BioLab, and through an internship in the Hopkins Extreme Materials Institute (HEMI)/MICA Extreme Arts program. The internship allowed her to complete an independent material research project in collaboration with a faculty and students at Johns Hopkins University's Kang Lab.

'19



Winston Frazer

PAINTING

is co-founder and CEO of Danae, Inc. a digital manufacturing service provider that offers 3D printing, computer-aided design, and optimization for additive manufacturing. A year after his graduation, Danae was a \$25k winner in MICA's annual UP/Start Venture Competition. The company's 3D printed prosthetic covers for amputees were recently featured in the Smithsonian Institution show Futures.

'15

Angela Walker

ENVIRONMENTAL AND  
ARCHITECTURAL DESIGN

is lead microfluidics research and development engineer at Potomac Photonics Inc., a digital and micro fabrication company with a history of developing miniature medical, biotech, and electronics products using a broad range of technologies. .

'14

...IN MATERIALS  
AND FASHION



Yuchen Zhang

GRAPHIC DESIGN

is co-founder and CEO of Wearable Media, which explores human-computer interaction through clothing, wearables, and textiles. Zhang has shown her technologically enhanced fashion design at events around the world, and was recently a fellow at the MIT Open Style Lab.

'10

...IN STEAM  
EDUCATION

Kevin Meadows

GENERAL FINE ARTS,  
TEACHING

Is program specialist for enrichment, STEAM, and arts integration for Frederick County Public Schools in Maryland.

'02 '05

Andrew Watson

ART EDUCATION

a leading arts and STEAM educator, won the Art Education Technology Outstanding Teacher Award from the National Art Education Association. As a member of Virginia's Fairfax County Public Schools STEAM Project, he developed curriculum and professional development for teachers in how to integrate science, technology, engineering, the arts, and mathematics into over 100 schools.

'14

...IN ENGINEERING  
& RESEARCH

Anne Marcotte

GRAPHIC DESIGN,  
INFORMATION  
VISUALIZATION

is a UI designer at the Johns Hopkins University Applied Physics Laboratory.

'10 '13

Cole Pritchard

INTERACTIVE ARTS

is lead 3D printing technician in the Micro Devices Group at Technology Assessment & Transfer, Inc., which specializes in advanced, materials-oriented technologies for aerospace, defense, bio-medical, and industrial applications.

'15

Morgan Ward

ILLUSTRATION

In a senior 3D animator/illustrator for Oceaneering, which provides engineered services and products for the offshore and renewable energy, science, and aerospace industries.

'16

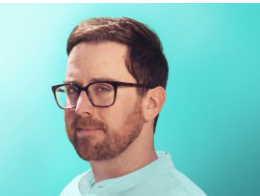
...IN MEDICINE  
& AEROSPACE

Jackie Meyer

DRAWING AND  
GRAPHIC DESIGN

is a senior medical illustrator at One World Design and Manufacturing Group in New York. While at MICA, Meyer was a medical illustration intern at the Rubin Institute for Advanced Orthopedics at Sinai Hospital in Baltimore, and went on to earn an MA in Medical and Biological Illustration from Johns Hopkins University School of Medicine.

'12



Sean Duffy

USER EXPERIENCE DESIGN

is a lead interaction designer for Intuitive, a global technology leader in minimally invasive care and pioneer of robotic-assisted surgery.

'20



Aleks Bogunovic

FIBER, BUSINESS OF ART  
& DESIGN

is founder and CEO of Aerothreads, an SBA Certified HUBZone and Woman Owned Small Business specializing in Multi-Layer Insulation (MLI) blanket products for the aerospace industry. The company has designed thermal blanket systems for critical aerospace missions with optical, contamination sensitive, and cryogenic payloads. Clients include NASA's Goddard Space Flight Center and Langley Research Center, Lockheed Martin, Orbital ATK, the Laboratory for Atmospheric and Space Physics at the University of Colorado, and more.

'12 '13

Sofia Radin

INTERDISCIPLINARY  
SCULPTURE

is a space suit fabricator for SpaceX. Radin has also used her knowledge of advanced fabrication techniques for special effects costumes for film and television.

'13



Amy Wetsch

MULTIDISCIPLINARY ART

is lead artist on NASA's Dragonfly mission to Saturn's moon Titan, where she has created interactive sculptures to aid public engagement and community outreach. Wetsch's interest in Saturn's largest moon began while an intern in the HEMI/MICA Extreme Arts Program, where she worked with a HEMI fellow and assistant professor researching Titan for the Department of Earth and Planetary Sciences at the JHU Krieger School of Arts and Sciences.

'19

Rachel Lowing

INTERDISCIPLINARY  
SCULPTURE

Is R&D engineer at Naked Prosthetics, which designs and fabricates prosthetic devices specifically for finger and partial hand loss. Lowing is responsible for industrial design across product lines, prototyping, research, and development.

'11

...IN HYDROPONIC  
AGRICULTURAL  
DEVELOPMENT



Julie Buisson

DESIGN LEADERSHIP

co-founded the agricultural development business Modernature, which garnered a \$10k MICA LAB Award as well as \$25k in funding during MICA's annual UP/Start Venture Competition. Buisson recently designed the curriculum for the Growing Futures CTE Hydroponic Farm at the Phillips Programs for Children and Families campus in Laurel, Maryland, where young adults learn how to grow a variety of crops from microgreens to rare herbs.

'15

...IN SOFTWARE  
& MOBILE APP  
DEVELOPMENT



Haley Manchon

DRAWING

is lead designer for Paint.Team, a collaborative application that allows users to team up and create finished works of art from anywhere in the world. A winner in MICA's annual UP/Start Venture Competition, Manchon created layout designs for Paint.Team's desktop and mobile site as well as design assets, and app templates. Manchon continues to show her work, taking part in the Offscreen Art Show at Ground Floor Gallery in Brooklyn and the Colored Pencil Society of America's 26th Annual International Exhibition in Chicago, Illinois.

'18

Emi MacLeod

GRAPHIC DESIGN

is an interaction designer for Google's Android Auto. Prior to joining Google, McLeod worked for Alexa Automotive as a UX designer.

'13

Peter Brown

INTERACTIVE ARTS

is a design manager for Stanley Black & Decker, Inc., where he designs IoT interfaces and software for customers in commercial, enterprise, and retail construction trades. He was previously UX lead, working on projects for DeWalt Mesh Wifi, connection tools, enterprise IoT platforms, and construction jobsite asset tracking interfaces.

'13

Chelsea Tredupp

INTERACTIVE ARTS

is a senior UI/UX designer creating intuitive interfaces and workflows for Akitabox, a facility management software startup. Tredupp says that MICA is where her passion for combining art with technology with a focus on user interactions developed.

'10

stephen dewyer

ART HISTORY

is founding director of Art in Tech Services Inc., a company focused on integrating employees with visual arts skills into the tech field, based on the belief that technology can be improved with creativity. Their services include website and web application design and development, artificial intelligence, native software design and development, UX/UI design, environmental design, and more.

'08

Youjin Jang

GRAPHIC DESIGN

is putting her user experience design skills to work at Zoom, where she's a senior product designer.

'18

...IN AUGMENTED  
AND VIRTUAL  
REALITY



Vishnu Ganti

GRAPHIC DESIGN

Is an AR/VR product designer for Meta, where she conceptualizes and iterates high-quality, end-to-end designs for conversational user interfaces at reality labs.

'12

William Pyle

GRAPHIC DESIGN,  
INTERACTIVE ARTS

Is a developer at Simcoach Games, creator of immersive learning games for academic institutions, government, and business. He previously worked at MedStar SiTEL creating virtual reality training applications for healthcare professionals.

'18