

Some companies who have hired
MICA designers for jobs or internships:



Adobe
Amazon
Anthropologie
Apple
Big Huge Games
Blizzard Entertainment
Chanel
Comedy Central
Consumer Reports
Creative Capital Shanghai
Danish Institute of Scandinavia
Dropbox
Facebook
FleishmanHillard
Gap, Inc.
Geico
Google
GQ magazine
Hasbro
HBO
Kate Spade
KAYAK
LAIKA Animation Studios
Leo Burnett Worldwide
Marie Claire magazine
Mattel
Microsoft
Museum of Modern Art
National Public Radio
The New York Times
Nickelodeon
NIKE
Ogilvy
Pentagram
Plated
Ply Architecture and Design
SEPHORA
Smithsonian
Sundance Film Festival
Target
Uber
Under Armour
University of Maryland
Urban Outfitters
The Walt Disney Company
Weber Shandwick
Wolff Olins
Youtube TV

MICA was listed among the top 25 U.S. graphic design schools by *i-D* magazine. *Print* magazine featured MICA in its issue on the top design programs in the U.S.

At MICA, you'll have numerous curricular opportunities to work on collaborative projects and gain real-world experience.

Graphic Design: Flexible Design Studio

Flexible Design Studio allows students to work in a professional studio atmosphere as they investigate a variety of approaches to applied practice. Over the course of a semester, students attend workshops led by practicing designers that might include an art director from *The New York Times*, a creative director at Under Armour, or even an independent designer from the West Coast.

Architectural Design: Affordable Housing, Here & Now

As part of a multi-semester project to develop innovative case studies focusing on sustainable affordable housing, MICA and Johns Hopkins University students team up in the course Affordable Housing, Here & Now. Participants investigate issues related to affordable housing, meet with industry professionals and advocates, and visit building projects around Baltimore before synthesizing research and documentation for the project's case studies.

Interactive Arts: Media Performance Lab

Bringing together music, theater, and visual arts, the course Media Performance Lab includes a public media performance event featuring collaborative works developed by students from MICA, Johns Hopkins University's Peabody Institute, and the Graduate Towson Theater Arts program. Students investigate a range of interdisciplinary multimedia projects, including Internet, live performance, electronic theater, installation, video, and animation.

Game Design: The Game Lab

The Game Lab is a nexus of creative ideas and output where playful projects and games are created, public events are held, a game designer in residence is hosted—and academic and cultural institutions as well as nonprofit organizations collaborate with MICA students to create real-world, game-related projects.

Product Design: Real World Projects

Students work with expert faculty and a host of industry leaders, activists, and entrepreneurs from across the globe to focus on the environmental challenges of our times—sustainable design and manufacturing, human ecology and social change. Baltimore has a positive, D.I.Y. attitude and offers numerous opportunities to develop and test new products.

MICA

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

CREATIVES



MICA

Faculty who are leaders in design professions connect MICA students with outstanding opportunities for internships, freelance and career-launching jobs.



...AT CREATIVE FIRMS AND AGENCIES



Carlos Florez

GRAPHIC DESIGN

is an Emmy Award-winning production designer and art director whose clients include NBC's *Sunday Night Football*, NASA, Target, Yoplait, and Paramount.

'07

Erin Rothback and Sharon Duke

GRAPHIC DESIGN

A number of MICA alumni work at the public relations firm FleishmanHillard, located in Washington, D.C., including Erin Rothback, a graphic designer, and Sharon Duke, senior graphic designer.

'17 '15

Myung Jung

ARCHITECTURAL DESIGN

is associate principal at STUDIOS Architecture in Washington, D.C. Prior to her move to STUDIOS, Myung was an associate at Gensler.

'06

Michael Chiarella

ARCHITECTURAL DESIGN

is a drafter and project manager at Iron Studio Ltd. in Philadelphia.

'14

Brett Grau

INTERACTIVE ARTS

is senior designer at Originate, a New York City area product and UX firm with experience in startup settings.

'12

Jin Kyung Kim

GRAPHIC DESIGN

is an integrated content designer at Calvin Klein in New York.

'14

Stephen Edmond

GRAPHIC DESIGN

Before moving to New York-based Pollen Brands as a director, Stephen Edmond was with Everlast, where he designed uniforms worn by the U.S. Men's and Women's Boxing Teams at the London Olympics.

'11

...FOUNDING BUSINESSES AND LAUNCHING STARTUPS

Karine Sarkissian

ARCHITECTURAL DESIGN

is a founding partner at Tamar Capital in San Francisco, a social impact investing entity with a focus in the education, health, and environmental sectors.

'13



Theo Pinto

ARCHITECTURAL DESIGN

is founder and creative director at Theo Pinto Studio in Brooklyn. He recently acted as lead designer for a pop-up installation to kick off a partnership between Target and Marimekko at New York's iconic High Line.

'13

Yuchen Zhang

GRAPHIC DESIGN

is co-founder of Wearable Media, a Brooklyn-based startup providing e-textile technologies to companies that develop high-tech fashion products. Wearable Media recently moved to NEW INC, an incubator program started by the New Museum in downtown Manhattan. This incubator program is recommended to designers in New York who seek studio space or simply want to work at the intersection of Art, Design, and Technology.

'10

Justin Livi and Bryan Bamford

INTERACTIVE ARTS / GRAPHIC DESIGN

co-founded Brinkbit, a cloud game development platform.

Sam Robinson

INTERACTIVE ARTS

is project manager for Brinkbit's enterprise customers.

'13 '13 '13

Several design alumni have won seed funding in MICA's annual UP/Start Venture Competition, including:

Ashley Guchhait, Donald Boose and Kyrstin Cooksey

ANIMATION

who won \$20,000 for their game startup Boba Studios;

'17 '17 '18

J.S. Gleason and Nick Clinkscales

INTERACTIVE ARTS

who received \$25,000 in investment funding for *The Longform*, a Baltimore-based media platform for gaming culture and lifestyle;



'18 '17

Christina R. Hyrkas

GRAPHIC DESIGN

who received the \$5,000 People's Choice Award for Social Butterfly, a collection of party products designed to encourage interaction and take the anxiety out of social gatherings.

'17

...IN BUSINESS, ENTERTAINMENT & MEDIA



Hilary Ament

GRAPHIC DESIGN

is a graphic designer for film and TV. She recently worked on the 2018 Neal Armstrong biopic *First Man*, starring Ryan Gosling and Claire Foy.

'15

Katrinna Whiting

GRAPHIC DESIGN

is a product designer at Facebook.

'13



UNDER ARMOUR

A number of MICA alumni find employment at Baltimore-based sportswear giant Under Armour, including: **Matt Hodin** (*Graphic Design*), a production designer and an active freelancer, with clients that include American University, Hungry Harvest, and BioTerpPartners; **Sophie Moore** (*Graphic Design*) is a color concept designer at Under Armour; **Nicholas Palmigiano** (*Interactive Arts*) is a senior software engineer for Global eCommerce at Under Armour; and **Meredith Cole** (*Graphic Design*) is a girls' apparel graphic designer at Under Armour.

'15 '14 '08 '13

Austen Weitzel

INTERACTIVE ARTS

joined LAIKA Animation Studios as a puppet fabricator after a successful internship. He most recently assisted in fabricating puppets and puppet hair for Laika's critically acclaimed movie, *Kubo and the Two Strings*.

'14

Rachel Frank (*Graphic Design*) leveraged the power of the MICA network to go from an internship to a full-time position as a color designer at Nike's headquarters in Portland, Oregon. **Erica Bech** (*Graphic Design*) and **Brian Metcalf** (*Graphic Design*) are designers for Nike's global brand.

'16 '13 '13

Fumi Omori

GRAPHIC DESIGN

is a visual designer at Apple.

'15



Colin Dunn

GRAPHIC DESIGN

a designer at the San Francisco firm Aspen, recently worked at Dropbox as a product designer. While at Dropbox, he worked on tools, such as Project Harmony, that make collaboration easier.

'12

...AS WEB, INTERACTIVE AND UX/UI DESIGNERS

Anthony Mattox and Andy Mangold

INTERACTIVE ARTS / GRAPHIC DESIGN

are web designer and developer at the design studio, Friends of The Web, that they founded together.

'11 '11

Jordan Bradley

INTERACTIVE ARTS

is a UX engineer at Newsela in New York City, where he builds high fidelity front-end prototypes for leading ed-tech reading platforms that serve roughly 70 percent of schools nationwide.

'16

Maggie Atkinson and Cara Clinton

GRAPHIC DESIGN

Maggie Atkinson is a UI designer at Anthropologie. Fellow graphic design alumna Cara Clinton is a junior content designer for Anthropologie.

'17 '14

Elizabeth Boren

INTERACTIVE ARTS

is a new media AR/VR (augmented reality/virtual reality) specialist at World Bank Group.

'17



Livia Song

GRAPHIC DESIGN

is a visual UI and motion graphics designer for Uber. As a student at MICA, Livia interned for IBM at the company's T.J. Watson Research Center, where she worked on iOS mobile and web app projects for the commercial market.

'16



Rizzo Daly

GRAPHIC DESIGN

interned at Big Huge Games as a student before being hired at the game development company as a full-time UI designer.

'16

...IN ARTS & EDUCATIONAL INSTITUTIONS

Sunny Oh

GRAPHIC DESIGN

is senior designer for San Francisco Museum of Modern Art. Sunny previously was a designer for Google's The Fivers—Creative Lab in New York, where she collaborated with writers, engineers, filmmakers, and product managers to create Google products.

'11

Simona Uza

ARCHITECTURAL DESIGN

is an exhibit designer and visual information specialist at the Smithsonian Institution's Hirshhorn Museum and Sculpture Garden.

'10

Brandon Brooks

ARCHITECTURAL DESIGN

Shortly before his graduation from MICA, Brandon Brooks landed a competitive, yearlong paid internship at the Danish Institute of Scandinavia.

'18

Heather Kohlberger

ARCHITECTURAL DESIGN

recently worked with a team that created an Ebola Isolation Tent as part of the Emergency Ebola Design Challenge at Johns Hopkins University's Center for Bioengineering Innovation and Design.

'15

Kimberly Lawler

GRAPHIC DESIGN

is a graphic designer for the Johns Hopkins University School of Medicine, where she creates visual content for scientific and medical communications.

'17