

Start-up your career

CALIFORNIA COLLEGE
OF THE ARTS



CAREER DEVELOPMENT CONTENTS

Your how-to guide.

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CCA CAREER RESOURCES

Your partner in co-creating success, within CCA's creative environment and the years beyond.

PROFESSIONAL DEVELOPMENT

We're here to help you develop your individual career path, and assist with all the steps in between.

- >> Resume, cover letters, artist statements
- >> Grant applications and residency applications
- >> Grad school applications
- >> Job and internship search

Whether you are seeking help with grant applications, industry research, or want to practice your pitch, you're not alone as you navigate your professional development.

CAREER COACHING

We're here to give you individualized attention, to help you craft a creative career that is exciting and feasible.

- >> One-on-one career coaching appointments
- >> Stop by weekly drop-in sessions

Our staff is uniquely suited to working with **artists, designers and writers** and has a wide range of expertise to draw on.

- >> Career coaching is available to all CCA students and alumni.

PROGRAMS + EVENTS

cca.edu/students/careers/events

We offer many programs throughout the year to keep you creatively professional, from tailored workshops to our annual Career Expo. Our events and workshops are open to all current students and alumni, so bookmark our events page!

- >> Career Expo
- >> Building An Artist's Life
- >> Portfolio reviews
- >> On campus interviews
- >> Information tables
- >> Special workshops

ONLINE RESOURCES

cca.edu/careers

Our website is a resource for all things career. We provide the tools and skills needed to launch and sustain your career aspirations.

CCA WORKS

myinterfase.com/cca/student
myinterfase.com/cca/alumni

CCA Works is a searchable database designer to help you find jobs, internships and creative opportunities nationally and internationally.

CAREER TOOLKIT

cca.edu/students/careers/student-resources/toolkit

CCA Career Development has put together a comprehensive resource list, from major-specific resource handouts to inside tools of the trade. A cross-section of creative professional development, this list covers the bases, from how to be freelance and small business savvy to network building and fundraising.

GRAD SCHOOL, GRANTS, RESIDENCIES

cca.edu/students/careers/student-resources/residencies
cca.edu/students/careers/student-resources/websites

CCA's Career Development office also provides information and guidance for grants, fellowships, residencies, and graduate school – we can help research opportunities and fine tune your applications.

STAY CONNECTED

- >> Twitter / twitter.com/CCACareers
- >> LinkedIn / California College of the Art
- >> Pinterest / pinterest.com/CCAcareers
- >> Facebook / CaliforniaCollegeOfTheArtsCareer

CAREER SPECTRUM

Find what resonates.

The Career Spectrum was created to give you an idea of the type of work environment you will find in a certain major or area of study. There are no hard and fast rules and there will always be exceptions to this information, but this chart represents general trends in the current job market.

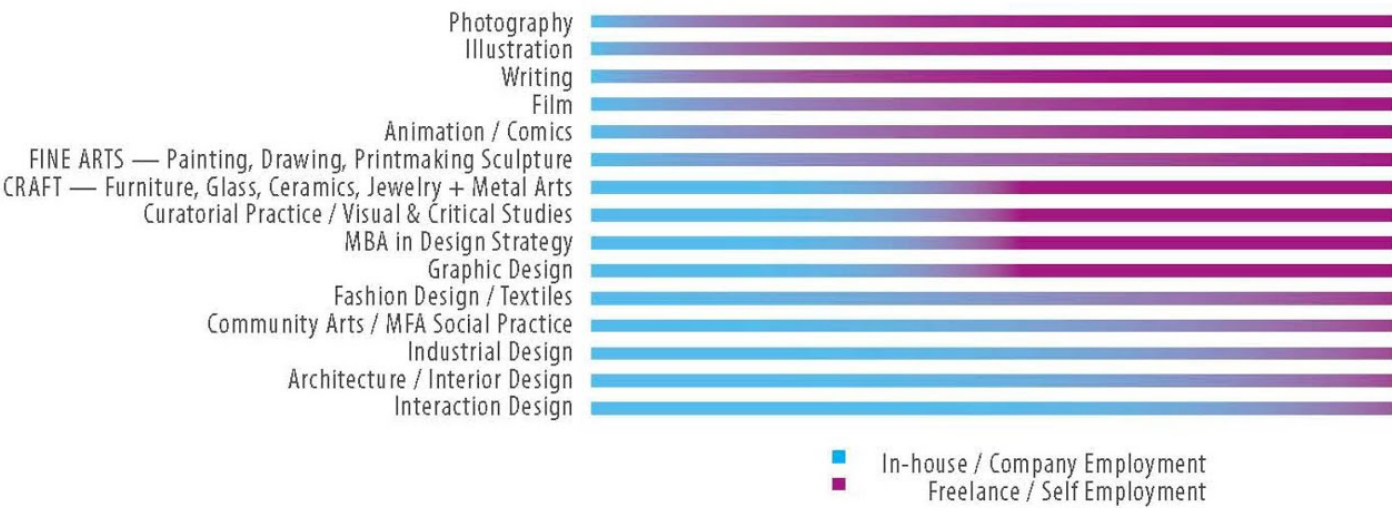
In-house / Company Employment

- >> Your schedule is set for you.
- >> Your work is assigned to you and deliverables are expected by a senior staff person and/or team.
- >> You'll have co-workers and a joint sense of purpose.
- >> You will have performance reviews and may be asked to demonstrate your worth in order to receive raises and promotions.
- >> Your benefits, taxes, and pay are taken care of by someone else.

Freelance / Self Employment

- >> You set your own schedule.
- >> You must find the assignments and pitch your ideas to your clients. The client expects deliverables.
- >> You'll work on your own and may eventually contract with others.
- >> You will rely on marketing, self-promotion, and referrals to grow your business.
- >> You will need to secure your own health insurance, retirement savings, and taxes, and will need to manage expenses and income, or hire someone to help.

SPECTRUM BY MAJOR



CONNECTING WITH NETWORKING

From online to real world.

Networking is essential as you search for jobs and opportunities, and build relationships in your field. It's about making connections in person and online.

ONLINE + IN PERSON

Curating a strong (and professional) online identity is one of the best ways to get the job, and to connect you with employers, alumni and fellow students. Separate your personal and professional life online for best results.

LINKEDIN

Social media for the career-minded.

Your LinkedIn profile should be as vibrant, descriptive, and active as your Facebook or blog, and as representative of you.

- >> It is designed to attract the attention of important people who are searching for you online: recruiters, networking contacts, art directors, etc.
- >> You have control of what appears in your LinkedIn profile (no one can tag or post).
- >> You can easily stay in touch with past employers and coworkers in a professional way that will allow you to contact them as job references.
- >> You can build a resume from your LinkedIn profile - <http://resume.linkedinlabs.com/>
- >> You can use it to do homework. Search companies before interviews! Use Advanced Search to find commonalities and do research on the people you will be meeting with.
- >> Join the CCA Alumni Group: <https://www.linkedin.com/groups/CCA-ALUMNI-California-College-Arts-963757>

LINK IN PERSON

Step away from the computer.

- >> Networking is still very much about real human interaction, not just online communication. Online methods should supplement, and not replace, in-person relationship building.
- >> Attend public industry events, openings, and lectures
- >> Set up phone calls and email people you connect with on LinkedIn

RESOURCES

>> **Networking strategies**
<http://bit.ly/RlIn8e>

>> **Conversation starters**
<http://bit.ly/1fq4WDG>

>> **How-to network**
<http://bit.ly/1jkl4CD>

>> **Networking tips**
<http://bit.ly/1cmM85Y>

BUILDING A LINKEDIN PROFILE

How-to.

Think about your LinkedIn profile as an interactive business card. It's a summary of your professional experience, interests, and capabilities.

LINKEDIN TIPS

THE HEADLINE

A slogan for your professional brand.

>> Your profile headline is a short, memorable way to show who you are professionally.

SELECT AN APPROPRIATE PHOTO

LinkedIn is not Facebook.

>> Select a photograph that is a professional, high-quality headshot

SHOW OFF YOUR EDUCATION

CCA is a brand, use it to get noticed.

>> Include information about institutions you have attended
>> Include your majors, courses at other colleges or abroad
>> Show off your GPA, honors, or awards you have won

PROFESSIONAL SUMMARY STATEMENT

Concisely show your confidence.

>> Include relevant internships, volunteer, work and extra curriculars
>> Bullet points or short blocks of text allow easy reading

SHARE YOUR WORK

Link to your sites.

>> Enhance your profile by adding examples of your work with URLs or adding LinkedIn Applications
>> URLs direct people to your portfolio, blog, website, etc.

STAY UP TO DATE

Update your status weekly.

>> Stay on people's radar and enhance your professional image.
>> Post about events you're attending, major projects you've completed or other news you would tell someone at a networking reception or on a catch-up phone call.
>> Connect your account to Facebook and Twitter to share your status update across platforms

JOIN LINKEDIN GROUPS

Show your connectedness.

>> Joining groups online shows your professionalism and desire to connect with people who share common interests
>> Join your CCA's LinkedIn group and larger industry groups

COLLECT DIVERSE RECOMMENDATIONS

Endorsements build credibility.

>> Get at least one recommendation associated with each position
>> Solicit recommendations from professors, internship coordinators and colleagues, employers, and professional mentors

CLAIM A UNIQUE LINKEDIN URL

www.linkedin.com/in/yourname

>> Increase professional results when people search for you
>> Set your LinkedIn profile to "public" and claim a unique URL that you can add to your email signature

RESUME

How-to.

Your resume should be as unique and exciting as you, but with a professional spin. Clear, concise and personal, it is a reflection of your larger goals, professional experience, interests and capabilities.

RESUME REAL ESTATE

The top third of your resume is the most valuable.

Here's what to include:

A header

- >> Contact Information: professional email, phone number, current city and state
- >> Include your website or LinkedIn customized URL)
- >> Do not include personal details (photo, DOB, immigration status)
- >> Repeat this header on your cover letter

A summary statement:

- >> New to the job market: summarize unique skills, interests, goals
- >> Experienced seekers: Try professional highlights to draw attention to relevant experiences

SHOW OFF YOUR BRAND

Get noticed.

- >> A resume is a visual tool that markets who you are and your professional brand. Listing your skills in Indesign is one thing -- show your skills with the layout.
- >> If you are seeking a job in the Design field, do not use Microsoft Word for your layout.

CV vs. RESUME

Know the difference.

- >> Artists, curators, and anyone with a length exhibition history should have a CV on their website, and include Selected Exhibitions, Publications, Press, etc.
- >> **CV:** Academic, Gallery, Competitions, Residency Applications
- >> **Resume:** Professional Applications

LENGTH

Short and sweet.

- >> Your resume should be 1-2 pages long (in most cases). Design industries EXPECT one page resumes.

ACTION, ACTION, ACTION

Get specific.

- >> Use action words and specific examples, not vague, generic phrases

QUANTIFY

Numbers stand out.

- >> Hiring managers read hundreds of resumes at a time.
- >> Use numbers to quantify your experience and give concise, easy to read facts that make yours memorable

KEEP IT CURRENT

(And up-to-date.)

- >> Eliminate anything that is over 10 years old unless it is super relevant

PROOF IT

Get some eyes on your resume.

- >> Typos are a cardinal sin of the resume
- >> 45% of executives said that they threw out resumes with just one typo; 31% threw it out with just two typos

SUBMITTING YOUR RESUME

Upload professionally.

- >> When uploading your resume for a job, save your file as a PDF (preferable) or as a Word version 2003-2007
- >> Employers can see your file name, so choose something simple and professional: "JohnDoeResume."

RESUME / ACTION WORDS

Punch up your experiences.

Use words with intention to start your resume points about work experiences, skills learned, and responsibilities so that your resume is an engaging depiction.

A

achieved
acted
adapted
advanced
advised
approved
arbitrated
arranged
assembled
authored

B

balanced
beautified
began
benefitted
blended
blocked
broadened
budgeted

C

calculated
catalogued
centralized
chaired
challenged
cited
co-authored
collaborated
communicated
composed
conceived
conceptualized
consolidated
coordinated
consulted
conveyed
counseled
created
customized

D

defined
delegated
delivered
demonstrated
demystified
described
designed
developed
devised
diagrammed
directed
displayed
drafted

E

edited
enabled
encouraged
enhanced
enlisted
established
evaluated
executed
expanded
expedited

F

fabricated
facilitated
focused
forged
formalized
formulated
founded
fostered
furthered

G

gathered
generated
guided

H

handled
headed
hired
honed

I

identified
illustrated
improved
implemented
initiated
influenced
innovated
inspired
instituted
introduced
issued

J

joined

L

lead
lectured

M

maintained
managed
mediated
mentored
moderated
modified
modeled
motivated

N

navigated
negotiated

O

observed
organized
originated
orchestrated
oversaw

P

performed
persuaded
pioneered
planned
photographed
possessed
presented
programmed
problem solved
produced
promoted
proposed
proved
publicized

Q

qualified
questioned

R

recommended
reconciled
recruited
reduced
represented
researched
resolved
restored
revamped
reviewed
revised
revitalized

S

set goals
shaped
spoke
specified
standardized
streamlined
stimulated
streamlined
summarized
supervised
supported
surveyed

T

tailored
trained
translated
transformed

U

updated
utilized

V

verified

W

wrote

CURRICULUM VITAE

Exhibitions, Writing, or Academic Resumes.

A curriculum vitae is a record of your accomplishments as an artist or writer that emphasizes exhibitions or publications. It's used for galleries and museums as well as grants, residencies, fellowships, scholarships, and competitions. Like a resume, it is a living document of your accomplishments as your career grows.

CV TIPS

LAYOUT

Keep it simple.

Because CVs tend to be longer (1-4 pages), keep it clean -- the CV should augment your application and work.

- >> Easy to read fonts + type size
- >> Simple layout that is neat and legible
- >> Keep an in-progress Word document (or InDesign file) going, and have a PDF version

BE COMPREHENSIVE

Make a master copy.

Start by making a comprehensive, detailed master list CV

- >> Often, you might be asked for a condensed version and you can select relevant sections from your master CV
- >> Keep records of accomplishments: track degrees earned, exhibitions, grants, lectures, etc

(REVERSE) CHRONOLOGY

Stay in order.

Just like your resume, your CV should be in reserve chronological order (ie: most recent entry first)

- >> **Exception:** entries without a date, which should be in alphabetical order (EX: Collections or Gallery Affiliation)
- >> **Exception:** Education experience without a degree earned goes below degrees earned

FORMATTING

Use a manual.

Use the Chicago Manual of Style as a Resource guide for formatting all sections of your CV:

- >> http://www.chicagomanualofstyle.org/tools_citationguide.html

CURRICULUM VITAE

How-to.

I: INTRODUCTION

Include your full name and contact information

- >> Email: Make sure it is a professional one
- >> Website: URL to personal website or LinkedIn
- >> Address or city + Phone number
- >> Birth year + City: Name (b. 1965, Lodi, CA)

II: EDUCATION

List all academic degrees earned (note honors)

- >> List in order of highest Degree earned, Including non-art degrees (EX: English BA)
- >> If currently enrolled, clearly state that the degree is pending and put the expected graduation year

III: EXHIBITION RECORD

This is a very important category, showing you are active in your field

- >> **Less experienced artists:** Combine all exhibitions under one category, and indicate in bold if it is a solo exhibition
- >> **Experienced artists:** Separate "Solo Two-Person Exhibitions" vs. "Group Exhibitions"

Formatting: Italicize the title of the exhibition, then name the venue, city, state, and country (if applicable)

- >> EX: 2011 Solo Exhibition. MFA Exhibition, Berkeley Art Museum, University of California, Berkeley, CA
- >> Exhibition catalogues, curators, or jurors can be noted with (catalogue), (curated by --), or (juried by --) at the end of the entry

IV: AWARDS/GRANTS/FELLOWSHIPS

Associate all entries with a date, foundation, city, state, and country (if international)

- >> 2012 NYFA Fellowship, New York Foundation for the Arts, New York, NY
- >> Note: these can be separated as individual categories.

V: PROFESSIONAL EXPERIENCE

List teaching experience towards the top if you are applying for an academic or research position with your CV

- >> 2011 - Present Teacher's Assistant, Lawrence High School, Lawrence, KS (Drawing, Ceramics)

VI: BIBLIOGRAPHY

This section consists of entries published about your artwork

- >> Reviews, articles, or blogs both online or in print; books, catalogues, radio and television interviews
- >> EX: Jessica Lack, "Exhibition Preview: Omer Fast, London," *The Guardian*, October 2, 2009. <http://www.guardian.co.uk/artanddesign/2009/oct/03/art-preview-omerfast>

VII: PUBLICATIONS

Unlike the "Bibliography" section, list all articles and publications **you** have written.

- >> Follow similar format to the bibliography, but of course, omit the author listing

VIII: RESIDENCIES

Associate all entries with a date, followed by foundation, city, state

- >> 2013 MacDowell Colony, Peterborough, NH

IX: Lectures, Presentations, Workshops (Critiques/Conferences/Symposia)

List the activity, host institution, city, state, dates

- >> 2014 Lecture, Fine Arts Lecture Series, California College of the Arts, San Francisco, CA, April 30.

X: OTHER CATEGORIES

You can create other categories as important to your own experiences, such as:

- >> "Exhibitions Curated" if you selected or co-selected work for a show
- >> "Professional organizations" that you have membership in
- >> "Gallery Affiliation" if you have representation
- >> "Commissions" if you have done public or private commissions

XI: COLLECTIONS

Highlight the private or public collections where your work has been acquired (museums, corporations, etc)

- >> List alphabetically
- >> List the name of the collector, city and state (note: if it is a private collector, ask first, or put "Private Collection")
- >> EX: Hirshhorn Museum and Sculpture Garden, Washington, DC

COVER LETTER

How-to.

Preparing for an interview can help you secure a job or internship, and will improve your presentation skills. You are likely to have many interviews throughout your life. Use the following guide to help you prepare for successful interviewing.

FORMAT & LAYOUT

Stay consistent, stay cohesive.

You've already formatted your resume, so keep up that appearance for professional cohesion! Your cover letter layout should mirror your resume's:

- >> Header
- >> Font + point sizes
- >> Margins + tabs

WHO's WHO

Have direction.

Direct your cover letter to a specific person, if possible.

- >> Research on the company website, LinkedIn, and staff directories to try to find the point of contact.
- >> **If you cannot find a contact**, direct the letter to Human Resource Office or the general office you are applying to
- >> Be formal in your introduction and address people with their last name using "Mr." for men and "Ms." for women

SAVING + SUBMITTING

Submit professionally.

Applications usually have specific posting instructions, **make sure to follow them.**

- >> Often, they want you to save your cover letter and resume as a single file.
- >> Remember PDFs are preferred, but you can also use Word version 2003-2007
- >> Employers can see your file name, so make it clear: "JohnDoe-Resume-CoverLetter"

If your employer only asks for a resume submitted by email, copy and paste the body text of your cover letter to make a strong email introduction.

- >> Email subjects are important, make sure the subject is clear and pertinent.
- >> EX: "CCA Student Application for Frog Design Internship"

P I : INTRODUCTION

Give some context.

This will be the employer's first impression of you.

- >> Explain who you are and why you are contacting them.
- >> If you're a student, state your major and spell out CCA's name
- >> Mention how you discovered the position and your interest in the company

P II: ALL ABOUT THEM

Show your research skills.

Show your familiarity with the company, and that you have done your research.

- >> Spend time on their website and highlight unique projects to add concreteness.
- >> Think about how your strengths and skills fit with their needs.

P III: WHAT YOU BRING

Your contribution.

State your skills and experiences and how they connect with the potential employer.

- >> Highlight unique strengths to help you stand out.
- >> Think of this as a one-sided interview -- try to imagine what questions an employer might ask and answer them.
- >> Mimic key words and desired traits in the job description to focus on credentials that the employer desires

P IV: ENDING

Keep it short and sweet.

Keep it positive

- >> Thank the prospective employer for their time and restate your enthusiasm for the company.
- >> Indicate an interest in an interview, or offer to follow up on your application (make sure to actually do so!).

WORKING / SAMPLES

Resumes / Cover letters / CVs

These samples provide content and formatting for basic job resumes, CVs, and cover letters used for fine art and design opportunities.

Use these samples for guidance and inspiration, to create your own unique documents. The content and design of your materials should reflect and demonstrate your abilities.

RESUME



Lina Vezzani-Katano

Director of Photography

San Francisco, CA

vimeo.com/lvk

<http://linakatano.wordpress.com/>

EDUCATION

BFA Film,
Minor in Visual & Critical
Studies, California
College of the Arts,
2012

SKILLS

Production Management
Lighting design Equipment

Canon 5 D Mark II

Panasonic GH2

Marantz

Software

Final Cut Pro Tutor

Aobe Premier

DVD Studio Pro

Pro Tools

Photoshop

Knowledge in AfterEffects

Fluent in Japanese

AWARDS

CCA 2011 Raw Video Contest
1st Place Winner: James (TRT 2
min digital video) wrote,
directed, shot, and edited an
original story about an indus-
trial fashion student in the
CCA fashion design program.

Nominee for
2012 Leadership in Student
Excellency in Sustainability at
CCA. May, 2012

Faculty award for the Film
Program at CCA. May, 2012

OBJECTIVE

Bay Area Asian-American filmmaker seeking full time
job or internship related to visual arts and media

FILMOGRAPHY

"Barrier", 5 min 2013

Director of photography for director Dominique Seward, accepted to the London
Sundance Film Festival in 2013

Pre-College at CCA, Oct., 2012

Shot and co-produced a promotional video for CCA

A2A Alliance, Oct., 2012

Jeff Bell, Spokesperson for International OCD Foundation's promotional video

Sarah Kabot, July 2012

Shot a video for artist's installation work during her residency at the Marin Headlands
Center for the Arts

Rhinohopper, June 2012

Edited a Kickstarter video for urban planner Sudeep Motupali to raise funds
for a city garden in Bayview/Hunterspoint

Basil Racuk, May, 2012

Shot, co-produced, and edited artist's promotional video for website

Sunset Youth Services, May, 2012

Shot, co-directed, and edited for youth program in the Sunset district, SF. Produced by
author Leslie C. Roberts

EXPERIENCE

Blue Egg Media LLC – Assistant Editor and Videographer.

Kickstarter video for investigative reporter Marc Dowie,

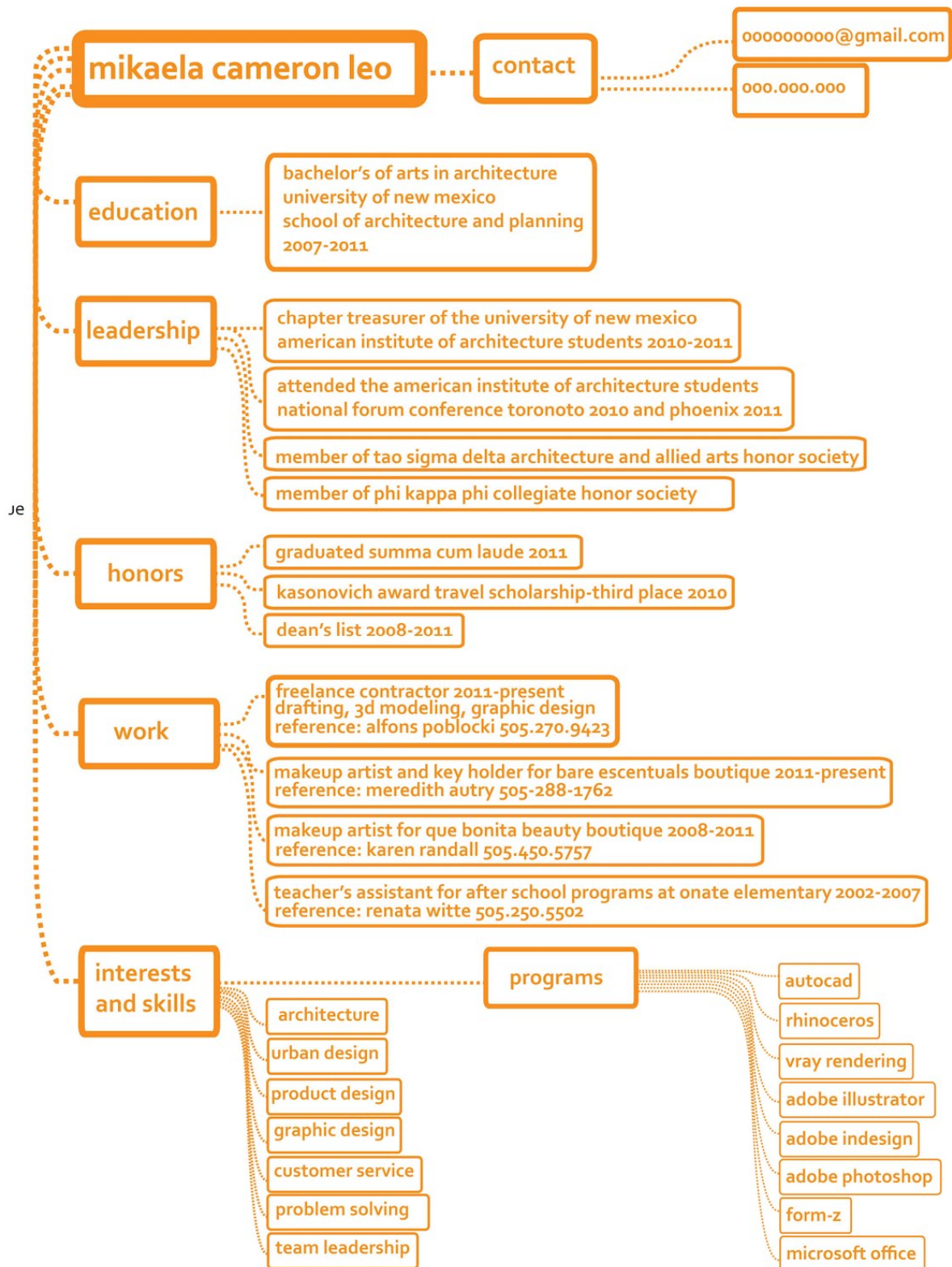
UCSF Breast Cancer Risks and Prevention Forum video. Feb., 2012

Jeanne C. Finley –Studio Assistant. Researched for film festivals. Aug., 2011

Google Research Team with Mission Pictures - Translator & Assistant Editor.
July, 2011

WeOwnTV.org – Editor and researcher for filmmaker Banker White. Jan., 2011

CCA Media Center and Film Department, Technician and Editor.
Sept. 2010 to present



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RAYMOND BOISJOLY

b. 1981, Langley, BC
Lives and works in Vancouver, BC

EDUCATION

- 2008 MFA, University of British Columbia, Vancouver
- 2006 BFA, Emily Carr Institute of Art and Design, Vancouver

SOLO EXHIBITIONS

- 2013 Catriona Jeffries, Vancouver
- 2012 *The Work That Work Leaves Undone*, Forest City Gallery, London, ON
The Spirit of Inconstancy, Lawrimore Project, Seattle
- 2011 *The Writing Lesson*, Republic Gallery, Vancouver
Indirect Angles of Encounter with Textual Events, Fourteen30 Contemporary, Portland
- 2010 *The Ever-Changing Light*, Access Gallery, Vancouver
Impossible But True, Lucky's Gallery, Vancouver (with Ryan Peter)
- 2009 *THIS IS THE FUTURE*, the Rest is History, TARL House, Seattle (with Ryan Peter)
- 2008 *ABCDEEFHKORTTUUI*, Ministry of Casual Living, Victoria (with Ryan Peter)

GROUP EXHIBITIONS

- 2012 *TO|FROM BC Electric Railway 100 Years*, Centre A, Vancouver
Tools for Conviviality, The Power Plant Contemporary Art Gallery, Toronto
Cut and Paste, Equinox Project Space, Vancouver
Phantasmagoria, Presentation House Gallery, North Vancouver
Beat Nation, Vancouver Art Gallery, Vancouver
Devouring Time, Western Bridge, Seattle
Never-Dying Worm, AHVA Library Gallery at UBC, Vancouver
- 2011 *Raymond Boisjoly, Jordy Hamilton, Laura Piasta: Studies in Decay*, Or Gallery, Vancouver
All Things Equal, The Hedreen Gallery at Seattle University, Seattle
Scotiabank Nuit Blanche, Toronto
re-Live, Live Biennale 2011, VIVO Media Arts Centre, Vancouver
- 2010 *House Systems: Fort Club*, The Hedreen Gallery at Seattle University, Seattle
Signal & Noise Media Art Festival, VIVO Media Arts Centre, Vancouver
- 2009 *Exercises In Seeing*, Queens Nails Projects, San Francisco, CA (w/ Ryan Peter)
The Secret of the Ninth Planet, Photo Epicenter, San Francisco
Transcontinental Divide, Helen Pitt Gallery ARC/Gallery 101, Vancouver, BC/Ottawa, ON
How Soon Is Now, Vancouver Art Gallery, Vancouver
Would You Like To Start Again At The Beginning?, Crawl Space Gallery, Seattle, WA

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- 2008 *LOCAL*, The Apt. at The Fillip Review Office, Vancouver
The Sooner The Better Late Than Never, Morris and Helen Belkin Art Gallery, Vancouver
Being There and Elsewhere, Organ Gallery, Chongqing, China
- 2007 *Between You and the Thing Itself*, Or Gallery, Vancouver
Oh, What A Blow That Phantom Gave Me!, Belkin Satellite, Vancouver

BOOKS AND EXHIBITION CATALOGUES

- 2011 Jonah Gray, *Raymond Boisjoly, Jordy Hamilton, Laura Piasta: Studies in Decay*, Or Gallery, Vancouver
- 2009 Paul Kajander, 'Words From Vancouver', *Divide Division: Transcontinental Divide/Division Transcontinentale*
Helen Pitt Gallery, Vancouver and Gallery 101, Ottawa
Kathleen Ritter, 'Raymond Boisjoly', *How Soon Is Now*, Vancouver Art Gallery
- 2008 Lindsey Boldt, 'Would you like to start again at the beginning?', *The Sooner The Better Late Than Never*, Morris
and Helen Belkin Art Gallery, Vancouver

MAGAZINES AND PERIODICALS

- 2012 Aaron Peck, 'Aaron Peck in Vancouver', *Akimbo.ca*, 12 June
Erika Thorkelson, 'Exploring Vancouver's photographic future, digital and otherwise', *Vancouver Sun*, 12 June
Jen Graves, 'A Totem Pole Made of Christmas Lights', *The Stranger*, 10 January
- 2011 Bryne McLaughlin, 'Studies in Decay: Where Endings are Beginnings', *Canadian Art* (online), 1 December
Robin Laurence, 'Studies in Decay negotiates a new approach to realism', *The Georgia Straight*, 29 November
Jen Graves, 'Low Definition', *The Stranger*, 11 October
Robin Laurence, 'Raymond Boisjoly and Rebecca Chaperon: Artists draw inspiration from black metal and fairy
tales', *The Georgia Straight*, 15 September
Jessica Powers, 'The Recognitions: Raymond Boisjoly', *Artslant.com*, 12 July
- 2010 Aaron Peck, 'Vancouver', *Akimbo.ca*, 6 May
Robin Laurence, 'Diverse shows span bridges, faxes, and TV static', *The Georgia Straight*, 4 March
- 2009 Chris Fitzpatrick, 'I'll Find It If You Stop Talking', *ArtSlant.com*, 28 December
Jen Graves, 'TARL Is The Future', *The Stranger*, 22 December
Richard Rhodes, 'Year in Review: The Top 10 Exhibitions of 2009', *Canadian Art* (online), 17 December
Jen Graves, 'The Vancouver Problem', *The Stranger*, 7 April
Robin Laurence, 'How Soon Is Now a thrilling mix that spans manga ceramics, tattooed pigs', *The Georgia
Straight*, 12 February
Jen Graves, 'Yes I Would', *The Stranger*, 6 February
Regina Hackett, 'Fabulous works by B.C. artists require a Seattle response', *The Seattle Post-Intelligencer*, 15
January
Emily Pothast, 'Would You Like To Start Again At The Beginning?', *Scrawl No. 1*, Crawl Space Gallery

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PUBLISHED WRITING BY THE ARTIST

- 2012 Raymond Boisjoly, 'The Writing Lesson', *The Capilano Review*, Winter
- 2010 Raymond Boisjoly, 'The story is in its telling', *Pyramid Power*, Volume 1: Issue 7, Spring
- 2009 Raymond Boisjoly, 'Possibly Possibly: Notes On Paper', *Interrobang*, Morris and Helen Belkin Art Gallery, Vancouver
- 2007 Raymond Boisjoly, 'Manipulated Images from Hubblesite.org.', *Pyramid Power*, Volume 1: Issue 2, Spring
- 2006 Raymond Boisjoly, Uncredited translation of 'Au Lecteur' from *Les fleurs du mal* (Charles Baudelaire) as 'To The Reader', *Woo Magazine*, Vol. 4, Issue 3

PUBLIC ART PROJECTS

- 2011 Contributor to *Digital Natives*, organized by Other Sights, Vancouver
- Contingent Matters*, Aperture Public Art Project, The Vancouver Public Library
- All That Was*, Access Public Art, Access Gallery, Vancouver

RESIDENCIES

- 2012 The Retreat: A Position of dOCUMENTA (13), The Banff Centre
- Immersion Emergencies and Possible Worlds, Niagara, ON
- 2011 La Commune. The Asylum. Die Bühne., The Banff Centre
- 2010 Self-directed residency, The Banff Centre

COVER LETTER

February 4, 2013

John P. Smith
Publisher & Founding Director
alapzat public square
500 Wilshire Blvd #3
Los Angeles, California, 90003

Dear Mr. Smith,

I saw your posting for the Program Coordinator on Idealist.com, in my search for writing and community engagement opportunities in Los Angeles. I was delighted to see a cohesion between alapzat's progressive approach to journalism and a focus on refreshing, public-minded events. As an arts writer with an active interest in public radio, I am motivated to spread stories of people's creativity, no matter how bizarre, and to garner interest in the local cultural community. For the past year, I've had the pleasure of simultaneously organizing school-wide events for California College of the Arts, interning at a local radio station, and co-running a film blog written with former colleagues from Humble Pie, CCA's literary journal. I love finding stories in a city's streets and its inhabitants.

Since graduating from CCA in 2013 with a BFA in Community Arts and a minor in Writing, I've gathered rewarding experience (both professional and personal) from planning events, managing an office, coordinating projects and supervising student workers. In my time at Things to Say, a gallery space I helped found, I have streamlined procedures and created logical and clear orders of operation for the many recurring events that take place at the gallery. Additionally, I am the face of CCA's Student Affairs San Francisco office and as such answer hundreds of inquiries each day ranging from the mundane to the deeply personal, while balancing the tasks for future events and planning.

In all that I do, I aim to write compellingly, speak eloquently and set high goals. I thrive in energetic work environments alongside passionate people, but am also very capable of working independently and pitching my own projects. I'm relocating to Los Angeles in the next few weeks, and am looking for meaningful and concrete work, with a potential for long-term growth.

I very much appreciate you taking the time to review my application. Please do not hesitate to be in touch by phone or email if you have any questions. I will be in the Los Angeles area full-time beginning Monday, February 25.

Thanks again; I look forward to hearing back from you.

Best,
Amelia Bedelia

SEARCHING FOR JOBS + INTERNSHIPS

How-to.

Gaining skills to search for jobs and internships will improve your efforts to find, apply for, and achieve opportunities, whether internships or jobs. CCA Works is full of opportunities just for CCA students and alumni: <https://myinterfase.com/cca/student> or <https://myinterfase.com/cca/alumni>.

MEET WITH A CAREER COACH

Whether you're a student or alumni.

Schedule a career coaching appointment:

- >> Have your resume, cover letter and materials reviewed for feedback and advice
- >> Learn about career resources and how to use them

Appointments: in person, on the phone, or via Skype

RESEARCH

Other Cities & Other Markets

Broaden your job definition by searching companies, people, and industries on LinkedIn

- >> Research cost-of-living: <http://www.payscale.com/cost-of-living-calculator>

Explore related markets that could utilize your skills

- >> Adjust language and descriptions on your resume

SHOW OFF

Resume, Portfolio, Website, & Samples.

Update your resume and materials with current work and experiences often

- >> Target your information to specific jobs
- >> Develop multiple versions of materials.

Broaden the description of your abilities and emphasize transferrable skills

- >> EX: communication, organization, management, work ethic

Make an artist website and post on multiple online platforms

EXPAND YOUR SEARCH

Artworks, Job Boards & Directories.

Visit CCA Works several times a week:

- >> <https://myinterfase.com/cca/student>

Extend your search to art + design specific job boards:

- >> <http://www.cac.ca.gov/jobs>
- >> <http://www.coroflot.com>
- >> <http://www.idealists.org>

View our Weekly Picks newsletter for staff picks of jobs, internships, and special opportunities.

- >> <http://bit.ly/IOp6wY>

Think beyond job listings and use online databases

- >> <http://www.designguide.com>
- >> <http://www.workbook.com>

NETWORK

Alumni, Professionals, Online

Join CCA's digital networking site on LinkedIn

- >> <https://www.linkedin.com/groups/CCA-ALUMNI-California-College-Arts-963757>

Ask us about the CCA Alumni-Student Mentorship program

Seek our professional organizations online and in person to connect with others in your field

- >> Ie: AIA or AIGA

APPLY, APPLY, APPLY

Keep going.

Increase the number of jobs you apply to, aim for 10, apply to 20!

- >> Don't let rejection hold you back -- keep applying

Create tiers to focus your energy:

- >> Top tier are the firms you would love to work for; tailor your materials for them
- >> Mid tier are good choices that will build your resume
- >> Bottom tier are your back-ups

INTERNSHIPS

Experiential learning.

WHY DO ONE

Build experience.

Internships create professional experience and connections:

- >> Build a stronger resume
- >> Make professional contacts
- >> Test out creative fields first hand
- >> Understand the context of your major within your field

WHERE TO DO ONE

Match your creative goals.

Internships will give you valuable insight to determine what you want to do, and what you don't

HOW TO PREPARE

Start early.

Explore internship listings the semester before you hope to get one to get an idea of options

- >> You can start fine-tuning your resume so that your materials will be ready when you are

MEET WITH US

We're here to help!

Schedule a one-on-one appointment with the Career team to find the best internship fit for you

STEPS TO MAXIMIZE YOUR EXPERIENCE

SET PERSONAL GOALS

Know what you want to get out of the experience.

Think deeply about what you are hoping to get out of your internship experience and what you want to learn

- >> Communicate these aspirations to your site supervisor

KNOW YOUR SITE

Read up on the company.

Read the organization's website, printed material, posters, etc. to learn about the organization and its history

Get involved in as much of the organization's work as possible to deepen your experience

- >> Ask to attend staff meetings and professional trainings

MEET REGULARLY

Check-in with your supervisor.

Take initiative to schedule check-ins on a regular basis

- >> They might not initiate this conversation, so make sure to do so

TAKE INITIATIVE

Don't wait to be told what to do.

If there is a lull in your workload, think creatively about other projects

- >> Propose a leadership role to your supervisor
- >> You will show your drive as a problem solver and initiator

ASK QUESTIONS

To learn more.

The more questions you ask the more you will learn about the job and how the organization operates

KEEP AN OPEN MIND

There is always something more to learn.

Be open to a multitude of tasks you might help with

- >> Not every task will be creative or glamorous
- >> Try to understand the larger picture and its relevance in the organization at large

GET INVOLVED

Network!

Make a concerted effort to meet people directly involved in the organization to build your professional network in the field

- >> Meet with other interns at neighboring sites

MAINTAIN RELATIONSHIPS

Stay in touch.

You never know when you will see someone later in your career, so make a good impression and stay in touch!

- >> Internship supervisors will be your go-to people when you need professional references for future jobs

KEEP SEEKING

Always look to build experiences.

Congratulations on finding an internship!

- >> Don't let this be the end of your internship search

Keep looking and applying to learn about other sites and companies, whether as an intern, volunteer, or hire

THE INTERVIEW

Types

Preparing for an interview can help you secure a job or internship, and will improve your presentation skills. You are likely to have many interviews throughout your life. Use the following guide to help you prepare for successful interviewing.

INTERVIEW TYPES

INFORMATIONAL INTERVIEW

The objective is to ask for advice and learn more about a particular career field, employer or particular job.

- >> Gain network connections
- >> Become a more informed candidate

SCREENING INTERVIEW

A phone interview is a good way to screen candidates, and can last between 10 - 30 minutes

Prepare for it like an open book exam

- >> **Have in front of you:** your resume, the job description, a list of references, some prepared answers to challenging questions and perhaps something about the company
- >> **Polish your answers (+ make them positive):** The vast majority of communication is non-verbal, so its important to have an energetic tone and inflection in your voice. Smile (even though they can't see it)!
- >> **Be engaged:** Ask what the next step is.

SELECTION INTERVIEW

This could be a 1:1 exchange at an organization's office, or a small group interview, which several decision makers

- >> Make eye contact with everyone, no matter who asked the question
- >> Establish rapport with each member of the interview team

How to prepare generally for this interview:

- >> Ask the length of the interview (usually 30 to 90 minutes)
- >> Tailor your answers to the time frame:
 - > 30 minutes you have to be concise and have a high impact with your answers
 - > 60 or 90 minutes you will want to go into much more depth

SECOND INTERVIEW

You may be asked back for a second interview. You have made the first round of cuts, but they would like to know more about you before making their final decision.

- >> **Ask for the agenda:** Second Interviews can last either a half or full-day, the more you know about the structure of the day, the better you will perform!
- >> **Be alert and enthusiastic at all times:** You may be meeting with three to five individuals.

PRE-INTERVIEW

RESEARCH

Study up on the company.

Look online:

- >> Scan the organization or artist website
- >> Read articles written about this group and any recent news
- >> Check sites like **Glassdoor.com** to see company reviews, salary information, and interview examples

Find out important information:

- >> What services or products does it provide, produce or sell?
- >> Who are its customers and / or clients?
- >> Is it notable or a leader in its field?
- >> How many people are employed there?
- >> Are there any CCA graduates working there?

ANTICIPATE QUESTIONS

Practice, practice

Prepare answers to common interview questions before:

- >> Tell me about yourself... (note: your professional life, not your personal)
- >> What were your major accomplishments in previous job, internships, school projects?
- >> How can you contribute to this organization?
- >> Why are interested in this organization/position?
- >> Why should we hire you?
- >> What are your career goals?
- >> How do you see yourself growing in this job?
- >> What technology and social media skills can you bring to this position? How have you used those skills in various projects?
- >> Describe a difficult situation you faced either at work or on a school project. How did you resolve this situation?
- >> In our organization, we deal with What is your experience working in this area?
- >> Describe a major problems you have encountered and how you dealt with it. What have you learned from your mistakes?

PREPARE QUESTIONS

Show your interest.

Interviewers expect job candidates to ask thoughtful questions and issues related to potential employment

- >> It will clarify issues or concerns you may have
- >> It conveys interest in the position

Prepare your list of questions **before** the interview -- one less aspect to worry about!

Sample Questions:

- >> What qualities or characteristics are you looking for in your new hires?
- >> Can you give me a little more detail regarding my specific job responsibilities?
- >> What do you think is the most challenging aspect of this position?
- >> What kind of projects would I be able to get involved with or work on?

THE DAY OF

KNOW WHERE YOU'RE GOING

Be prepared with a route.

- >> Know exactly where the interview will be
- >> And how long it will take you to get there, and budget extra time just in case

DRESS APPROPRIATELY

Dress the part, whichever that may be.

Your style of dress should reflect the type of position and company culture

- >> Consider the type of firm and position when choosing appropriate attire
- >> EX: It would be appropriate to wear a dress and blazer for a gallery interview, where you have to look traditionally professional
- >> EX: Nice jeans and a button-up might be better for an interview at a start-up or tech firm

KNOW WHO YOU'RE MEETING

Do some research.

- >> Know the name(s) of the interviewer(s)
- >> Refresh on your company research & final questions
- >> Look on the company website or LinkedIn

ARRIVE EARLY

Leave some time to compose yourself.

A decision to hire is often made in the first few minutes of an interview, when impressions are made.

- >> Arrive 15-20 minutes before to take a deep breath and collect your composure
- >> Keep composure while you are waiting for the interview -- everything will be taken into consideration

DURING

DURING THE INTERVIEW

Some tips:

- >> Be yourself
- >> Be positive and energetic
- >> Keep your answers clear and concise
- >> Give examples from successful school projects or work situations

What to bring:

- >> If appropriate to the position, bring a portfolio that is light and easy to manage.
- >> Bring copies of your résumé and references.

Body Language:

- >> Maintain eye contact
- >> Occasionally nod your head in affirmation and smile appropriately
- >> Sit erect in your chair with your hands, feet and arms unfolded; lean a bit forward
- >> Shake hands firmly

AFTER

SAY THANK-YOU

Send a thank you note or email as soon as possible, the same day recommended

- >> If you are mailing a note, do so within 48 hours
- >> Try to add details about what was discussed in the interview
- >> Make it positive and reiterate your interest in the position without sounding desperate

SALARY NEGOTIATIONS

How-to.

Salary is a delicate topic. Before you go to an interview, decide what salary you want to earn, what you need to live on, and what you will be willing to settle on.

KEEP IT OPEN

Let it be a conversation.

Try to delay stating your expectation while you get a feel for what the employer is willing to pay.

RESEARCH

Compare online.

Search sites like Glassdoor.com to learn about the salary ranges for:

- >> Position type
- >> Field
- >> Geographic location

THE NEGOTIATION “WIGGLE” ROOM

Depends on the company and on the job.

If the company has stated a specific salary range for the job, this is how much they have budgeted for the position.

- >> There might not be room for negotiation.

If you are asked to state your salary requirement in the application materials, you should include this information.

- >> Don't waste their time or your own if a salary fit is not appropriate!

TYPICAL QUESTIONS

Be prepared.

Here are some typical salary questions and their suggested responses.

Your goal is to get the employer to reveal a salary range or a specific amount before you commit to your expectations.

Q: What are your salary requirements?

A: Perhaps you can help me on this one. Can you tell me what the range is for similar jobs in this company?

A: My research has shown that the range for a position at this level is between \$ _____ and \$ _____. That seems appropriate for the position as I understand it.

A: I am interested in a salary that is commensurate with the job; can you tell me a little more about the job?

Q: What is your current salary?

A: I am making \$ _____ now. I certainly would like to improve that figure, especially since my experience has broadened and I have added _____ skills.

Pointers

Timing is critical.

- >> The best time to talk salary is after the offer, before the acceptance.

Know the salary range for the type of position.

- >> Look at online resources to find this information.

Prepare a budget to determine your financial needs.

Be realistic.

- >> Entry-level salaries are less negotiable than mid-level or executive positions.

Be prepared to speak strongly about your skills and accomplishments.

- >> Make a compelling case for the salary you would like but understand that there may not be room for negotiation within their budget.

It's okay to accept a lower offer.

- >> Try to ask for a 3 to 6 month review and then use that time to demonstrate why you should be paid more.

If there isn't an option for more money, you can also try asking for more days off or flexible hours.

- >> Some organizations will have more flexibility in this area.

Market your art, build your brand, and sell your work.

SEEKING RESIDENCIES + FUNDINGS

Support your creativity.

Residencies and grants are resources in your post-CCA creative life to fund and continue your creativity. Both have application processes involving written proposals to clearly communicate your project, budget, and timeline.

RESIDENCIES

Residencies offer an opportunity for artists, writers, curators, and researchers to create work in time and space away from their daily lives, within another community:

- >> Meet new people
- >> Experience life in a new location
- >> See how your work will change in this context

Most are designed for emerging and well-established artists and writers, rather than students. They are a great step post-graduation to keep up the momentum of your practice.

BEFORE APPLYING

1. RESEARCH / Find a good fit.

There are hundreds of residencies held throughout the world -- decide which ones are a good fit for you in terms of location, feel, and size.

2. DEVELOP A STRONG PORTFOLIO / Keep it concise.

Select strong artwork images to best represent the direction of your work.

- >> You might tailor your images to different residencies
- >> Make sure your documentation is professional

3. PLAN AHEAD / Apply in advance.

Most residency programs hold multiple application cycles per year, and applications are due far in advance.

4. MEET WITH US / We're here to help!

Meet with Career Development or a faculty advisor for advice and critique before you apply.

LOCAL PICKS

- | | |
|-------------------------------------|-----------------------|
| >> Headlands Center for the Arts | >> Kala Art Institute |
| >> The Workshop Residency | >> Project 387 |
| >> Djerassi Resident Artist Program | >> Real Time & Space |
| >> Exploratorium | >> Autodesk |

THE (GENERAL) PROCESS

1. PROPOSAL / Explain your project.

Communicate why you are applying, about the project you will complete, and how your practice will grow through the opportunity.

- >> Its especially important to note *why you are applying to the particular residency.*

2. IMAGES / Tell a story.

Through the progression of your images, convey your practice and point of view. Make sure to start strong and end strong.

3. CV / Keep it complete.

Make sure your CV is up-to-date with your creative accomplishments, and of course, has no spelling errors!

4. SLIDEROOM / The application site.

Slideroom.com is the site that most residencies use for the application process

- >> There's often a small (sometimes large) application fee -- make sure to budget for it!

RESOURCES

- >> NYFA / nyfa.org
- >> California Arts Council / cac.ca.gov
- >> CCA Resources / cca.edu/students/careers/student-resources/residencies

FUNDING

Support your creativity.

Funding options, such as grants and online crowdsourcing campaigns, offer a chance for you to support and publicize your work

GRANTS

Grant funding can come from private funders, corporate sponsors or foundations, or from fiscal sponsorship, such as government funding agencies.

THE PROCESS

Your application will be reviewed and assessed based on: the criteria, goals of the funding, and priorities of the funder.

The reviewing body or bodies may consist of:

- >> Staff/Program Officers
- >> Panel of other professionals in the field
- >> Funder's Board or Trustees

THE APPROACH

- >> Know your funders: Research past grantees
- >> Read the guidelines: goals, eligibility, and criteria
- >> Plan ahead: Apply according to annual funding cycles
- >> Contact the staff: Reach out early and get feedback

THE REALITY

Funding is decreasing, so the grant process is competitive.

- >> Grants = Work, not "Free money"
- >> Grant money can take up to a year to be received

CONSIDERATIONS

Fund usage: Grant money must be used to complete the proposed project

Contract: You will likely sign a compliance contract to cover deadlines, payment, insurance coverage, etc.

/ GRANT ANATOMY

All pieces work together to support the case for funding

- >> **Project Summary/Elevator Pitch**
- >> **Description: Who you are + what your project is**
- >> **Project Timeline**
- >> **Project Budget**
- >> **Artwork Samples**
- >> **Additional optional materials:** letters of recommendation, calendar of activities, personal biographies

RESOURCES

- >> GrantSpace / grantspace.org
- >> Center for Cultural Innovation (CCI) / cciarts.org/about_funding.htm
- >> California Arts Council / cac.ca.gov
- >> CCA Resources / cca.edu/students/careers/student-resources/websites
- >> CCA Library Resources / libraries.cca.edu/learn/research/grants#Process
- >> Bay Area Art Grind / bayareaartgrind.com/category/scholarships-grants/
- >> Artadia / artadia.org
- >> Fracture Atlas / fracturedatlas.org
- >> The Foundation Center / foundationcenter.org

PICKS

- >> Fulbright National Endowment / cies.org (student, emerging, mid-career)
- >> Creative Work Fund / creativeworkfund.org (emerging, mid-career)
- >> Awesome Foundation / awesomefoundation.org (emerging, mid-career)
- >> CCI Quick Grant / cciarts.org/quick_grant.htm (emerging, mid-career)
- >> Artadia Award / artadia.org/awards (emerging, mid-career)
- >> Guggenheim Fellowship / gf.org (mid-career)
- >> Creative Capital / creative-capital.org (mid-career)

ONLINE FUNDRAISING PLATFORMS

Crowdfunding helps grow a collaborative economy. It's a growing market for impact investing in social and art enterprises, and allows for emerging artists and designers to become entrepreneurs.

PRO/CON

EXTENDED OUTREACH

Crowdfunding allows you to reach funders globally

- >> Sites often put you in front of a good audience, including Venture Capitalists
- >> Outreach beyond your local network

Build a community

- >> Rather than going to a bank for a loan, crowdfunding encourages long-term investment

NOT ALL THE SAME

Platforms vary in terms of:

- >> Fee structure
- >> Geographic coverage
- >> If you can keep funds if goal is not met (EX: Kickstarter returns funds if you don't meet your goal, while RocketHub takes a higher percentage but you keep what you raise)

REALITY

It's not easy. It demands strategy and stamina.

- >> Prepare several months in advance
- >> Work collaboratively: hire a videographer or a friend to make your campaign professional

Untold numbers of campaigns end up flopping

TIPS

COMMUNICATE CLEARLY

Through video, images, and text:

- >> Define your goal
- >> Articulate why you need the amount of money stated
- >> Show sincere belief in the product

Encourage people to believe in what you're trying to accomplish, to gain their monetary support

- >> Use a ghostwriter if words are not your thing

LEVERAGE YOUR SOCIAL SPHERE

Link your campaigns with social channels -- so you can help get the word out about your fundraising efforts

- >> Invest in building your network first if you don't have hundreds of followers
- >> Facebook, Twitter, Google Plus, Instagram

RESEARCH

Look at other companies or artists who have similar products or companies to you

- >> Look at their success or failures on particular platforms
- >> If one platform is oversaturated with a similar product, create a campaign on a different site

ENGAGE YOUR FRIENDS

Before activating your campaign, test it out on people who support you in real life

- >> If people close to you are hesitant to support you, perhaps you should rewrite your campaign information
- >> Ask for feedback on the product: aesthetic, usability

TOP TRAFFIC SITES

- >> Kickstarter / kickstarter.com
- >> Indiegogo / indiegogo.com
- >> GoFundMe / gofundme.com
- >> GiveForward / giveforward.com
- >> CrowdTilt / crowdtilt.com
- >> Crowdfunder / crowdfunder.com
- >> RocketHub / rockethub.com

ART RELATED PLATFORMS

- >> Hatch Fund / hatchfund.org
- >> Medici / medi.ci
- >> Quirky / quirky.com
- >> Ziiibra / ziibra.com

LEARNED SKILLS

Rethink what comes naturally.

At CCA, you'll be prepared with skills far beyond your creative discipline. Your creative, interdisciplinary, and broad based education can be applied to skills that employers are looking for.

STORYTELLING

Stories help us connect and remember. Use your skills to land the job!

Interview question: Pick something in the room and describe it to me as if you are trying to sell me the item.

CRITIQUE

Explaining an idea or concept understandable, listening carefully, and responding appropriately to your peers.

Interview question: How do you handle criticism?

EMPATHY

Relating to others.

Interview question: Give me an example of a time where you saw someone was struggling and you helped or supported them in some way. How did this impact you?

ONGOING EDUCATION

Keep learning through classes, internships, and jobs.

Interview question: Give me an example of something you recently learned about yourself.

TEAM PLAYER

Identifying when and where you need help, and acknowledging the help you receive.

Interview question: Give me an example of a group project you recently were a part of. What was your role? How did you feel about the level of recognition you received?

VISUAL THINKING + CREATIVITY

From sketching out ideas and seeing patterns, you see what others don't see. You also can explain complexity.

Interview question: Pick a color and write down or draw everything you can think of in 1 minute. Can someone guess the color based on your description or drawings?

HISTORY

Understanding culture, context, and history.

Interview question: Tell me about an artist/designer who inspires you. Where do you see your work in relation?

AMBITION / GOAL ORIENTED

Effort and drive towards goals.

Interview question: Where do you see yourself in 5 years?

LEADERSHIP

Willingness to do what's needed = showing initiative.

Interview question: If you disagreed with a group leader's decision, what would you do?

PERSEVERANCE

Maintaining focus in spite of obstacles.

Interview question: Can you give me an example of a time when you had to solve a really complex problem that required multiple steps across weeks or months?

RESPONSIBILITY

Handling decision making.

Interview question: Give me an example or a recent split-second decision you made. How did things turn out?

MAJOR SPECIFIC

[illegible]

Transferable Skills

- Working collaboratively within an interdisciplinary environment
- Managing time and working with deadlines
- Strong communication skills - visually and verbally
- Through presentation and critique processes, developed a strong ability to analyze and respond to ideas clearly and respectfully
- Able to work across platforms from hand drawing to computer rendering
- Strong narrative and visual storytelling skills combined with a range of communication skills

ANIMATION: Technical / Specialized / Advanced Skills

- Knowledge of human emotions, behavior, and actions and how to depict this visually
- The ability to control and depict, either in 2D or 3D applications, visual representations of motion, changing speeds, and weight
- Conceptualizing and developing appealing story, characters, and environments
- Generating cinematic ideas and communicating them visually
- Application of advanced software knowledge and skills in animated film production
- Solid understanding of the principles of animation

COMICS: Technical / Specialized / Advanced Skills

- Foundation in the visual literary medium, from comic art and graphic storytelling to web comics and graphic novels
- Mentoring by faculty and comics industry professionals
- Gain experience with professional practice, including publication design, production, and distribution
- Knowledge of human emotions, behavior, and actions and how to depict this visually

San Francisco Bay Area Animation / Game / Mobile App Companies

- AQKA: akqa.com/#/careers/internship
- Bento Box Entertainment: bentoboxent.com
- Big Fish Games: bigfishgames.com/company/careers.html
- Crystal Dynamics: crystald.com/workforus
- :DeNa: denajobs.com
- EA Games: jobs.ea.com/students
- Ghostbot: ghostbot.com
- GREE: gree-corp.com/jobs/internships
- Kixeye: corp.kixeye.com/#/en/jobs
- Mind Snacks: mindsnacks.com/careers
- Mixamo: mixamo.com/c/jobs
- PlayFirst: playfirst.com/about/careers
- Pocket Gems: pocketgems.com/jobs/explore
- Rumble Games: rumblegames.com/careers
- Sledgehammer Games: sledgehammergames.com/careers
- Telltale Games: telltalegames.com/company/jobs/
- Tippet Studios: tippet.com/studio/jobs
- Trion Worlds: trionworlds.com/en/careers/redwood-shores
- Viz Media: viz.com/company/internships
- XEO Design: xeodesign.com/jobs
- Zynqa: company.zynqa.com/careers/university

The BIG companies:

- Abrams Gentile Entertainment: ageinc.com
- Cartoon Network:
turner.com/careers/#/careers/students-and-recent-grads
- Disney Careers:
disneycareers.com/en/students-recent-grads/overview/
- Dreamworks Animation:
careers.dreamworksanimation.com/internships.php
- J.J. Sedelmaier: jjsedelmaier.com
- Lucas Film: jobs.lucasfilm.com/
- Luma Pictures: lumapictures.com/jobs
- Marvel Enterprises, Inc.:
marvel.disneycareers.com/en/students/overview/
- Pixar Animation Studios:
pixar.com/companyinfo/jobs
- Rhythm & Hues Studios:
rhythm.com/jobs/los-angeles/what-we-look-for
- Sony Pictures Imageworks:
sonypictures.com/corp/employment/internships
- Starlight Runner Entertainment:
starlightrunner.com
- Stretch Films: stretchfilms.com
- Warner Brothers:
www.warnerbroscareers.com

Conventions / Expos / Job Fairs

- CCA Career Expo for students and alumni
- Comic-Con / Wonder-Con / APE:
comic-con.org
- Creative Talent Network Animation Expo:
ctnanimationexpo.com
- Game Developers Conference: gdconf.com
(in San Francisco March 2013)

Other Professional Development Resources

- Webinars on Talent Marks: talentmarks.com
- Webinars on Creative Capital:
creative-capital.org

Blogs, Forums and Groups

- Animation Guild:
<http://animationguildblog.blogspot.com>
- Online mentorship program, Motivarti.org
- Bloop: <http://www.bloopanimation.com/>
- Freelance Animators (also a LinkedIn Group):
<http://freelanceanimators.com/>
- IGDA-San Francisco
- Creative Crash: <http://www.creativecrash.com/>
- 3D Total: <http://www.3dtotal.com/>
- Animation World Network:
<http://www.awn.com/interstitial/interstitial.php?referrer=http%3A//www.awn.com/>
- Society of Digital Artists: <http://www.cgsociety.org/>
- Association of Independent Colleges of Art and Design:
<http://www.aicad.org/careers-majors/digital-media/animation/>
<http://www.aicad.org/careers-majors/two-dimensional-design/comic-art/>

Talent Agencies

- Production Hub: productionhub.com
- I Spy Recruiting: ispyrecruiting.com
- The Buzz Company: buzzco.com
- Sharpe + Associates: sharpeonline.com
- 24/Seven Talent: 24seventalent.com
- Vitamin T: vitamintalent.com
- Emerging Blue: emergingblue.com
- Aquent: aquent.com

- Conceptualizing and developing the design of three-dimensional objects and spaces

Transferable Skills

- 0

The American Institute of Architects: aia.org Webinars on Talent: talentmarket.com

- The American Institute of Architects: aia.org
- Weblhars on Talent Marks: talentmarks.com

The American Institute of Architects: aia.org Webinars on Talent: talentmarket.com

- The American Institute of Architects: aia.org
- Weblhars on Talent Marks: talentmarks.com

- National Council of Architectural Registration

- National Council of Architectural Registration
- Competitions: competitions.org

CERAMICS RESOURCES

Technical / Specialized / Advanced Skills

- Investigation of theory, materials, kiln-firing practices and ceramic arts history for research and project development
- Technical proficiency in clay work: hand building, throwing, mold making and slip casting, kiln firing, and skilled decorative processes including glaze chemistry, monoprinting and china painting
- Knowledge of history, theory, materials as a foundation to address aesthetic issues in contemporary ceramics and current intellectual and cultural discourses

Transferable Skills Across Majors

- Analytical problem solving approach to materials and techniques
- Technical competency and rigorous studio practice
- Strong research skills and a solid basis of field-specific knowledge
- Time and project management
- Theoretical thinking
- Capacity to self-critique and evaluate artwork
- Written, verbal and visual communication skills
- Interpersonal skills to articulate and communicate their ideas verbally, in writing, and in presenting designs
- Working collaboratively within an interdisciplinary environment
- Entrepreneurial spirit and the cognitive and motor skills needed to succeed post-college
- Designing with ecological and social concerns

Websites / Associations / Other Resources

- | | |
|--|---|
| • Robert Arneson: verisimilitudo.com/arneson/artworks.html | • Peter Morgan: petergmorgan.com |
| • Christa Assad: christaassad.com | • Matthew Scheatzle: matthewscheatzle.com |
| • Robert Brady: bquayartgallery.com/archive/brady2008.html | • Erik Scollon: erikscollon.net |
| • Nuala Creed: nualacreed.com | • Nancy Selvin: selvinstudios.com |
| • Katherine Deboy: katherinedeboy.com/hello.html | • Derek Weisberg: derekweisberg.com |
| • Bruk Dunbar: mooselodgedesign.com | • The American Ceramics Society: acers.org |
| • Alissa Goss: alissagoss.com/home.html | • Art Deadlines: artdeadlineslist.com |
| • Arthur Gonzalez: arthurgonzalez.com | • Association of Clay & Glass Artists of California: acga.net |
| • Joe Kowalczyk: joko.us | • Ceramic Art & Perception: ceramicart.com.au/index.shtml |
| • Mary Alison Lucas: maryalisonlucas.com | • Ceramics Today: ceramicstoday.com |
| • Nathan Lynch: nathanlynch.com | • Claystation: claystation.com |
| • Kari Marboe: karimarboe.com | • Critical Ceramics: criticalceramics.org |
| • Crystal Morey: crystalmorey.com | • New Ceramics: new-ceramics.com |
| | • Association of Independent Colleges of Art and Design: aicad.org/careers-majors/crafts/ceramics |

COMMUNITY ARTS + SOCIAL PRACTICE RESOURCES

Technical / Specialized / Advanced Skills

- Solid foundation in the social and historical context of Community Art and Relational Art/Aesthetics, and theories of social formation, pluralism and democracy
- The necessary practices, conceptual skills and techniques to make works of art that address the role of public space and of the audience in their reception and display
- Develop an interdisciplinary practice and community skills to apply within the public and social spheres and inspire debate or social exchange
- Field-Based Skills: gain opportunities to work contextually in public spheres, including urban environments, social groups and popular media
- Interpersonal Skills: to foster creative exchange and build critical dialogue to promote social consciousness in art, education and the community
- Project Development and Completion: Conceiving projects, articulating narratives that support them, and cultivating a network of support; Developing a project, raising the necessary funds and generating support and interest within a local community
- Project management by monitoring and evaluating budgets, marketing and administrative tasks

Transferable Skills

- Communication skills: ability to interface with many types of community members: local authorities, regional arts organizations, teachers, social workers, volunteers and youth workers
- Multitasking: ability to balance strategic and administrative responsibility towards achieving a goal or project
- Broad thinking and problem solving: Understanding of theoretical issues to combine theory and practice
- Project Follow-through: initial idea and proposal development to management and budgeting
- Research Skills

Websites, Associations and Other Resources

- Alliance of Artists Communities: artistcommunities.org
- American Craft Council: craftcouncil.org
- Arts Employment: wwar.com/employment
- Art Network: artmarketing.com
- Artist Resource: artistresource.org
- Art+Practice: art-practice.com
- Social Practice Art Network: socialpracticesartnetwork.org

Professional Development Resources

- Webinars on Talent Marks: talentmarks.com
- Webinars on Creative Capital: creative-capital.org
- Association of Independent Colleges of Art & Design: aicad.org/careers-majors/art-education-engagement/community-arts

Collectives in the Bay Area: Become a member and interact with local designers, creatives and thinkers

- A Simple Collective: asimplecollective.com
- The Compound Gallery and Studios: thecompoundgallery.com
- Wooster Collective: woostercollective.com
- Firehouse Art Collective: firehouseartcollective.blogspot.com/
- Real Time & Space: realtimeandspace.org/
- Revel Art Collective: revelartcollective.com
- Techshop SF: techshop.ws/index.html

Technical / Specialized / Advanced Skills

- Teamwork: Sketching initial design ideas and brainstorming as part of a team
- Sustainability focused design: Identifying the suitability and availability of materials, and applying to design and development
- Conceptualizing, producing, and testing samples samples or working models by hand or using computerized prototyping equipment
- Testing the design concept by computerized modeling or physical hands-on testing of models
- Problem-solving: Thinking critically and finding solutions to electro-mechanical problems
- Research skills: customer-centered data, prototyping, critique, iterations and business strategies and metrics
- Forward thinking: Uniting perspectives of design and integrative thinking with finance and systems thinking
- Technological skills: Application of advanced computer skills to develop design concepts; Model-making and rapid prototyping, digital media, film, video and sound

Transferable Skills include:

- Entrepreneurship and intrapreneurial skills: Creating products, services and policy and to help other organizations develop new business models for the future
- Generative leadership skill to manage today's markets and ecosystems
- Innovation: Rethinking and reimagining products to be more useful, sustainable and well-designed
- Creative problem-solving skills: Responding to economic and social challenges with critical reasoning
- Real world experience: Working with local businesses and non-profits to investigate real challenges
- Collaboration: Contribution as team member in specialized or multi-disciplinary team meetings
- Cutting edge research skills: Techniques for customer and design research, branding and messaging, and innovation implementation
- Self-discipline to budget and manage one's own time so as to meet deadlines and production schedules
- Communication and interpersonal skills: Adept at presenting ideas to senior management

Websites, Articles, and Other Resources

- AIGA Center for Sustainable Design: sustainability.aiga.org
- B+D Blog: bplustd.org
- Business Model Alchemist: businessmodelalchemist.com
- Core 77: core77.com
- Garage.com Startup Resource: garage.com/resources/index.shtml
- IDSA Business Ecodesign Tools: idsa.org/whatsnew/sections/ecosection/tools/tools_0.htm
- Okala Ecodesign Design Guide: idsa.org/whatsnew/sections/ecosection/okala.html
- Service Design: servicedesign.org
- Triple Pundit: triplepundit.com
- For more resources: cca.edu/academics/graduate/design-mba/recommended

Interview Skills in the tech industry / product management positions

- One- Page Ultimate PM Interview Cheat Sheet: impactinterview.com/2014/01/the-ultimate-product-manager-interview-cheat-sheet
- Decode and Conquer: Answers to Product Manager Interviews: amzn.to/1dM7kce
- Additional free PM resources: lewis-lin.com/resources
- Additional PM interview prep material: quicksheet.co

Professional Development Resources

- Webinars on Talent Marks: talentmarks.com
- Webinars on Creative Capital: creative-capital.org
- Network After Work: sanfrancisco.networkafterwork.com/city/san-francisco

DRAWING + PAINTING RESOURCES

Technical / Specialized / Advanced Skills

- Drafting, quick sketching, live event painting / drawing
- Visualizing / composing
- Storyboarding - creating a visual narrative
- Decorative painting and finishes, color consulting, decorating and styling
- Material knowledge of ink, solvents, additives, resists, paper, and surfaces
- Canvas preparation, matting and framing
- Hand lettering, hand painted signs, tattoo design
- Knowledge of fine arts in historical, cultural, and social contexts
- An appropriate level of understanding of the practices, processes, skills and techniques of painting for application in commercial art galleries, exhibitions and/or book illustrations
- Designing, planning and organizing for specific requirements through contact with commercial art galleries and/or design-based publishers
- Research skills for concept development
- Breadth of knowledge of the arts industry
- Contemporary painting art history expert
- Introductory economics of contemporary fine art sales

Transferable Skills

- Self-motivation and organizational skills
- Academic training for work in academic institutions
- Marketing: Website, social media, and online presentation
- Communication skills: Adept at presenting ideas visually, verbally, and in writing
- Small Business management skills
- Research skills for concept development
- Critical thinking: Ability to critically evaluate, understand, and re-envision
- Project management: Organizing project logistics, time management and labor utilization
- Documentation of work: Photos, video and audio, editing images

Websites / Associations / Other Resources

- American Association of Museums: aam-us.org
- American Society of Portrait Artists: asopa.com
- Arts Journal: artsjournal.com
- Art Log: artlog.com
- ARTslant: artslant.com
- ArtSpan: artspan.com
- California Alliance for Arts Education: artsed411.org
- Independent Curators International: ici-exhibitions.org
- Artdaily: Artdaily.org
- Contemporary Art Daily: contemporaryartdaily.com/
- Hyperallergic: hyperallergic.com
- The Daily Beast: thedailybeast.com
- Artforum: artforum.com/home
- ARTnews: artnews.com
- SF Art News: sfartnews.wordpress.com
- ArtsJournal: artsjournal.com
- W.E.T. Studios: wetstudios.com

Professional Resources // FINE ARTS

- Alliance of Artists Communities: artistcommunities.org
- American Federation of Arts: afaweb.org
- Artists Resource: artistresource.org
- Arts Employment: wwar.com/employment
- Association of Independent Colleges of Art and Design: aicad.org/careers-majors/fine-arts/painting/
- Arts Journal: artsjournal.com
- Arts Network: artsmarketing.com
- American Craft Council: craftcouncil.org
- Arts Employment: wwar.com/employment
- Art Practical: artpractical.com
- National Endowment for the Arts: arts.gov
- National Endowment for the Humanities: humanities.gov
- New York Foundation for the Arts: nyfa.org
- Opportunity Knocks: opportunityknocks.org
- California Job Journal: jobjournal.com/resources.asp
- College Art Association: collegeart.org
- California Lawyers for the Arts: calawyersforthearts.org
- Webinars on Talent Marks: talentmarks.com
- Webinars on Creative Capital: creative-capital.org

Bay Area Resources // FINE ARTS

- Rock Paper Scissors Collective: rpscollective.org
- Firehouse Art Collective: firehouseartcollective.blogspot.com
- A Simple Collective: asimplecollective.com
- ARTSPAN: artspan.org
- SF Forum: sfartforum.ning.com
- SF Artist Network: sfartistnetwork.org
- SFAQ Online: sfaqonline.com
- Southern Exposure: soex.org

FASHION DESIGN RESOURCES

Technical / Specialized / Advanced Skills

- Knowledge of human form, fabrics, yarns, materials and sewing
- Utilizing a mixture of media with figure and fabric-drawing skills to produce working fashion drawings
- Producing a collection of cohesive design work and collaborating to complete a runway show
- Translation of the relationship of body, clothing and creative thought into the 2D & 3D communication of a design idea
- Rich sustainability practice understanding and implementation

Transferable Skills

- Collaboration: Working collaboratively within an interdisciplinary environment
- Communication: Written, verbal, technical and visual presentation
- Research: Managing information while using informational technology effectively
- Creativity: Showing initiative for the management of a major creative project
- Technical competency with machinery, technology, and materials in the field
- Time management and problem solving: Managing workloads in order to meet deadlines

Websites / Associations / Other Resources

- 24 Seven: 24seveninc.com
- Apparel Search: apparelsearch.com
- California Fashion Association: cfa.org
- Costumers' Alliance of the San Francisco Bay Area: costumersalliance.org
- Council of Fashion Designers of America: cfda.com
- Daily News Record (Men's Wear): wwd.com/menswear-news
- Design Jobs: coroflot.com/public/jobs_browse.asp
- Fashion Group International: fgi.com
- Fashion Links: thealexanderreport.com
- Fashion Net: fashion.net
- Fashion Business Inc: fashionbizinc.org
- Fashion Career Center: fashioncareercenter.com
- Institute of Textile Tech Job Board: itt.edu/Jobs
- Malakye: malakye.com
- Motion Picture Costumers: motionpicturecostumers.org

- Organization of Black Designers (OBD): obd.org
- SEAMS: seams.org
- Style Careers: stylecareers.com
- Women's Wear Daily: wwd.com

Professional Development Resources

- Webinars on Talent Marks: talentmarks.com
- Webinars on Creative Capital: creative-capital.org
- Association of Independent Colleges of Art and Design: aicad.org/careers-majors/three-dimensional-design/fashion-design/

Integration of these considerations to respond to critical and creative components with the discipline

• The American Society of Cinematographers:

- Workshop on Creative Capital/Creative City

- Mandy: mandy.com
- Webinars on Talent Market: talentmarket.com

pg 38 / cca.edu/careers / 415.703.9596 / careers@cca.edu

FURNITURE RESOURCES

Technical / Specialized / Advanced Skills

- Knowledge of the relationship between the disciplines of industrial design, interior design, fashion, architecture, and sculpture
- Proficiency with industry equipment, machinery and tools
- Demonstration of innovation and excellence in the development of studio furniture design
- Advanced making skills (focus on woodworking, upholstery and metal working), drawing and computer-based design, and investigation of furniture as cultural artifact
- Foundation in sustainable practices, emerging green materials, and an understanding of consumer-roles
- Advanced skill-set in fabrication techniques and production design

Transferable Skills Across Majors

- Analytical problem solving approach to materials and techniques
- Technical competency and rigorous studio practice
- Strong research skills and a solid basis of field-specific knowledge
- Time and project management
- Theoretical thinking
- Capacity to self-critique and evaluate artwork
- Written, verbal and visual communication skills
- Interpersonal skills to articulate and communicate their ideas verbally, in writing, and in presenting designs
- Working collaboratively within an interdisciplinary environment
- Entrepreneurial spirit and the cognitive and motor skills needed to succeed post-college
- Designing with ecological and social concerns

Websites / Associations / Other Resources

- | | |
|--|--|
| • American Society of Furniture Designers (ASFD):
asfd.com | • Design-Engine: design-engine.com |
| • Branch Home: branchhome.com | • Donald Fortescue: donaldfortescue.com |
| • Business and Institutional Furniture
Manufacturers Association (BIFMA): bifma.com | • Design Sponge: designspongeonline.com |
| • CA Furniture Manufacturers Association (CFMA):
cfma.com | • Dexigner: dexigner.com |
| • CCA Production Blog:
ccafurnitureproduction1.wordpress.com | • The Furniture Society: furnituresociety.org |
| • Scott Constable/Wowhaus: thewowhaus.com | • Home Furnishings Independents Association: hfia.com |
| • Core 77: core77.com | • International Furnishings and Design Association (IFDA):
ifda.com |
| • Council Design: councildesign.com | • Otto Williams: ottowilliams.com |
| • Designboom: designboom.com | • Women in Woodworking: womeninwoodworking.com |
| | • Architeonic: architeonic.com |
| | • Association of Independent Colleges of Art and Design -
Furniture: aicad.org/careers-majors/crafts/furniture-wood |

GLASS RESOURCES

Technical / Specialized / Advanced Skills

- Solid off-hand molten glassworking, glass blowing, hot glass processes of gathering and forming free-hand and experimenting with solid and hollow forms
- Forming with molds, slumping, fusing, bending, blowing, kiln casting, and pate de verre
- Investment mold casting, sandcasting and the lost wax process
- Mold making: reproductive molds, investment silica-based molds, silicone rubber molds and ceramic shell
- Surface applications: drawing, painting, printing and enameling, decals, etching, and stippling
- Coldworking techniques: diamond tool cutting, carving, grinding, drilling, engraving, and sandblasting
- Knowledge of materials, history and philosophy of glass as a medium for art making
- Proficiency with industry equipment, machinery and tools

Transferable Skills Across Majors

- Analytical problem solving approach to materials and techniques
- Technical competency and rigorous studio practice
- Strong research skills and a solid basis of field-specific knowledge
- Time and project management
- Theoretical thinking
- Capacity to self-critique and evaluate artwork
- Written, verbal and visual communication skills
- Interpersonal skills to articulate and communicate their ideas verbally, in writing, and in presenting designs
- Working collaboratively within an interdisciplinary environment
- Entrepreneurial spirit and the cognitive and motor skills needed to succeed post-college
- Designing with ecological and social concerns

Websites / Associations / Other Resources

- Art Alliance for Contemporary Glass: contempglass.org
- Association of Clay and Glass Artists of California: acga.net
- Glass Art Society: glassart.org
- Glass FAQs: Related Sites and Global Links of Interest: riordanartistry.com/htm/faq/sect10.htm
- International Guild of Glass Artists: igga.org
- Public Glass: publicglass.org
- Urban Glass: urbanglass.org

Professional Development Resources

- Webinars on Talent Marks: talentmarks.com
- Webinars on Creative Capital: creative-capital.org
- Association of Independent Colleges of Art and Design: aicad.org/careers-majors/crafts/glass/

Technical / Specialized / Advanced Skills

- Solution-based design: Using appropriate methods of research and analysis to understand deliver for a client
- Develop a design tool-kit: Brand identity, print and motion graphics, screen-based and interactive design
- Real production experience: Internships and collaborations to produce work within the discipline
- Foundation in critical studies, writing, and media history
- Ingenuity to respond to client briefs and create ideas and concepts
- Investigating and experimenting with design layout, typography and branding
- Integrating design theory and practice critically and creatively

Transferable Skills

- Client relations and interpersonal skills to give design presentations and to ultimately provide visual solutions for clients
- Business development: Freelance business understanding
- Teamwork and collaboration with photographers, illustrators and writers
- Research
- Deadline and time management
- Project management: conceptualization through realization of a project

Websites / Associations / Other Resources

- AIGA: aiga.org
- AIGA San Francisco: aigasf.org
- Art Directors Club: adcgloba.org
- Artistsinprint.com: artistsinprint.org
- Association of Women Industrial Designers: awidweb.com
- Association Typographique Internationale: atypi.org
- Communication Arts: commarts.com
- Craigslist: craigslist.org
- The Creative Group: creativegroup.com
- Creative Hot List: creativehotlist.com
- Filter: filtertalent.com
- FirmList.com: us.firmlist.com
- Graphic Art Association: gaa1900.com
- Graphic Artists Guild: gag.org
- HOW Magazine: howdesign.com

- International Association of Printing House Craftsmen (IAPHC): iaphc.org
- International Council of Graphic Design Associations: icograda.org
- NationJob: nationjob.com
- Organization of Black Designers (OBD): obd.org
- Printjobs: printjobs.com
- Publication Jobs: journalismjobs.com
- Society for Environmental Graphic Design: segd.org

Professional Development Resources

- Webinars on Talent Marks: talentmarks.com
- Webinars on Creative Capital: creative-capital.org
- Association of Independent Colleges of Art and Design: aicad.org/careers-majors/two-dimensional-design/graphic-design

ILLUSTRATION RESOURCES

Technical / Specialized / Advanced Skills

- Creating an image or illustration that solves a conceptual and literal problem, in addition to communicates an idea, concept or story to a mass audience
- Technical skills: Creating images using the traditional hand skills of drawing and painting, alongside other techniques, to meet project specifications
- Creating artwork for self-promotion
- Knowledge of various software programs to scan images and change size, colors, and other elements
- Preparation for the professional market, including entering annual competitions
- Knowledge of website design and maintenance
- Working on a project within a set timescale, often to tight deadlines
- Storyboarding - creating a visual narrative

Transferable Skills

- Entrepreneurial thinking: Placing yourself in the market
- Client relations: Interpreting and understanding the needs of clients, working collaboratively
- Business development: Running a business or a freelance career, marketing, promotion, and pricing
- Communication: Ability to communicate visually, verbally, and in writing
- Time management and deadline management

Websites, Associations, and Other Resources

- ALGA: aiga.org
- AIGASF: aigasf.org
- Alternative Pick: altpick.com
- American Illustration: ai-ap.com
- Association of Medical Illustrators: medical-illustrators.org
- Association of Science Fiction and Fantasy Artists: asfa-art.org
- Communication Arts: commarts.com
- Drawger: drawger.com
- eLance (for freelancers): elance.com
- Freelancer- freelancer.com
- Graphic Artists Guild: gag.org
- Guild of Natural Science Illustrators: gnsi.org
- Guru Employer (freelance opportunities): guru.com
- I-Recruit: i-recruit.com/drecruiters_type_art_n_media.htm
- Society of Children's Book Writers and Illustrators: scbwi.com

- Society of Illustrators: societyillustrators.org
- Starving Artists Law: starvingartistslaw.com
- The I Spot: theispot.com
- The Illustrators' Partnership of America: illustratorspartnership.org

Professional Development Resources

- Webinars on Talent Marks: talentmarks.com
- Webinars on Creative Capital: creative-capital.org
- Association of Independent Colleges of Art and Design: aicad.org/careers-majors/two-dimensional-design/illustration

Books

- Graphic Artists Guild Handbook: Pricing and Ethical Guidelines, 12th edition, Graphic Artists Guild, New York: Graphic Artists Guild, 2007
- How to be an Illustrator, Darrel Rees, London: Laurence King Publishing Ltd., 2008
- Inside the Business of Illustration, Steven Heller and Marshall Arisman, New York: Allworth Press, 2004

- Application of advanced computer skills

Problem solving

Association of Professional Design Engineers

- Association of Professional Design Firms: apdi.org
- Association of Professional Model Makers: modelmakers.org
- Association of Women Industrial Designers: awidweb.com
- Car Design News: cardesignnews.com
- Centre for Sustainable Design: cfsd.org.uk
- Core77 Design Magazine: core77.com
- Corporate Design Foundation: cdf.org
- Design Jobs: coroflot.com
- Designboom: designboom.com
- Design Engine: design-engine.com/jobs/idjobs01.htm
- Furniture Society: furnitureociety.org
- International Council of Societies of Industrial Design: icsid.org
- International Council of Toy Industries: toy-icti.org
- International Forum Design: ifdesign.de/index_e.html

- International Licensing Industry Merchandisers Assoc. (LIMA): licensing.org
- Organization of Black Designers (OBD): obd.org
- Product Development & Management Assoc. (PDMA): pdma.org
- RitaSue Siegal Resources: ritasue.com
- SAE International: sae.org
- Sonoma County Woodworkers Association: sonomawoodworkers.com
- Trends Now Magazine: trendsnow.net

- **Webinars on Talent Marke:** talentmarketplace.com/webinars

- Webinars on Talent Marks: talentmarks.com
- Webinars on Creative Capital: creative-capital.org
- Association of Independent Colleges of Art and Design: aicad.org/careers-majors/three-dimensional-design/industrial-design/

INTERACTION DESIGN RESOURCES

Technical / Specialized / Advanced Skills

- Innovators of social networks and mobile experience
- Investigative research, systematic thinking, creative prototyping and hands-on building
- Project-based courses and internships
- Problem solving with devised innovative solutions
- Solid understanding of internet technologies, human interaction, user-experience and user-interface design
- Human-centered design and strategy to solve problems for individuals, companies and communities
- Proficiency in software tools HTML5, CSS3, Adobe Creative Suite, and interactive visualization techniques and frameworks

Transferable Skills

- Collaboration: Experience working within an interdisciplinary, cross-functional team
- Goal-oriented design: Experience satisfying the needs and designs of the people who will interact with a product or service
- Time and Deadline Management
- Product development: Experience with the process of developing concepts and research through design, craft and experience
- Communication: Adept visual, verbal and written communication skills
- Research skills: User-centered research

Websites

- Boxes and Arrows: boxesandarrows.com
- Usable Web: usabaleweb.com
- Useit: useit.com
- WebWord: webword.com/archive
- Maker Faire: makerfaire.com/
- Wired: wired.com
- UX Week: uxweek.com
- Core 77: core77.com
- Webinars on Talent Marks: talentmarks.com
- Webinars on Creative Capital: creative-capital.org
- Association of Independent Colleges of Art and Design: aicad.org/careers-majors/digital-media/interactive-media

Groups

- Interaction Design Association: ixda.org
- Nielsen Norman Group: nngroup.com
- User Interface Engineering: uie.com
- Human Factors: humanfactors.com/home/usability.asp
- Sig Chi: sigchi.org
- Society of Technical Communication: stc.org
- Usability Professionals Association: usabilityprofessionals.org
- Usability.gov: usability.gov
- Bay Chi- Listserve for the Bay Area: baychi.org/mailman/listinfo/discussions

Job Banks

- HCIRN Job Bank: <http://www.hcirn.com/jobs/index.php>
- HFcareers: <http://www.hfcareers.com/>
- Good Experience:
http://goodexperience.com/blog/archives/cat_job_openings.php
- ACM SIGCHI CHI-Jobs Mailing List Archives:
<http://www.listserv.acm.org/archives/chi-jobs.html>
- Usability Professionals Association (UPA) Job Bank:
http://www.upassoc.org/usability_resources/jobs
- HFES Internet Technical Group (ITG) Job Bank:
http://www.internettg.org/jobs/jobs_toc.html
- UsabilityNews.com:
<http://www.usabilitynews.com/default.asp?c=2>
- Bay Area - SIGCHI (BayCHI):
<http://www.baychi.org/jobbank/>
- Human Factors and Ergonomics Society:
<http://careercenter.hfes.org/search/results/>
- Boxes and Arrows: <http://jobs.bboxesandarrows.com/jobs>
- Internet Technical Group:
http://www.internettg.org/post/job_list.asp

Design Firms / Company Lists

- IDEO: <http://www.ideo.com/>
- Design Continuum: <http://www.dcontinuum.com/>
- Frog Design: <http://www.frogdesign.com/>
- Ziba: www.ziba.com
- Smart Design: www.smartdesignusa.com
- HCIRN: <http://www.hcirn.com/links/company/index.php>
- Usability Professionals:
http://www.usabilityprofessionals.org/people_pages/counselants_directory/index.html
- Industrial Design Directory: <http://www.idsa.org/>
- IxDA Discussion Boards:
<http://www.ixda.org/discuss.php>

Technical / Specialized / Advanced Skills

- Strong foundation in spatial manipulation, materials, color, construction and environmental sustainability
- Production of a coherent, designed environment under guidelines of a brief, and within fixed deadlines
- Understanding of creating functional spaces that merge environmental, social and architectural elements
- Knowledge of current regulatory requirements and design guidelines
- Embrace innovative thinking and making: creating models and digital renderings with novel materials and design methods
- Advanced software knowledge and skills and application to conceptual design and construction drawing

Transferable Skills

- Communication: visual, written and verbal
- Clear and accurate verbal and visual expression of complex ideas
- Ability to listen to, understand, and formally critique the ideas and opinions of others
- Encourages open communication and dialogue in the development of ideas
- Problem Solving: Using skills of inquiry, critical observation and synthesis, including research, reflection, iteration, and integration of knowledge
- Team Skills: Working collaboratively within an interdisciplinary environment with design and construction professionals
- Project Management: Managing time and working to deadlines

Websites, Associations, and Other Resources

- International Interior Design Association: iida.org
- American Society of Interior Designers: asid.org
- Interior Design Society: interiordesignsociety.org
- Professional Organizations- Council for Interior Design Accreditation:
accredit-id.org/professional-organizations/
- IDEC: idec.org
- Careers in Interior Design:
careersininteriordesign.com/professional.html

Competitions

- DEXINGER: designer.com/design-competitions/Interior-Design
- International Interior Design Association:
iida.org/content.cfm/competitions
- INTERIORDECK: interiordeck.com (competition for students)

Professional Development Resources

- Webinars on Talent Marks: talentmarks.com
- Webinars on Creative Capital: creative-capital.org
- Association of Independent Colleges of Art and Design: aicad.org/careers-majors/three-dimensional-design/interior-design

- Business management marketing, publicizing, keeping records

- 0 0 0

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PHOTOGRAPHY RESOURCES

Technical / Specialized / Advanced Skills

- Analog and digital proficiency with all camera formats, digital software packages, scanning and fine art and commercial grade output
- Ability to apply techniques in creating and manipulating still and moving images
- Background in the history and contemporary practices of photography

Transferable Skills include

- Critical awareness of self and external factors
- Interpersonal and social skills
- Creative problem solving
- Divergent thinking, and decision-making
- Oral and written communication skills as well as visual presentation
- Information, research, organizational and planning skills
- Self-motivation and management
- Business development for a freelance career

Professional Organizations / Websites / Resources

- 500px: 500px.com
- American Society of Media Photographers: (\$45 / year student membership): asmp.org
- American Photographic Artists (APA) (\$55 / year for students to join) apanational.org
- APA San Francisco: apanational.com/i4a/pages/index.cfm?pageid=3300
- Aperture Foundation: aperture.org
- Art Directors Club: adglobal.org
- Art Support: art-support.com
- Editorial Photographers: editorialphoto.com
- Emerging Photographers: starvedartists.com
- International Center of Photography: icp.org
- Journalism Jobs: journalismjobs.com
- Photo Arts: photoarts.com
- Photo District News: pdnonline.com
- Photo Marketing Association International: pmai.org
- Photo Review: photoreview.org
- Photographer's Index: photographersindex.com
- Photosource.com: photosource.com
- StudentStock: studentstock.com
- Society for Photographic Education: spenational.org

Other Professional Development Resources

- Webinars on Talent Marks: talentmarks.com
- Webinars on Creative Capital: creative-capital.org
- Association of Independent Colleges of Art and Design: aicad.org/careers-majors/film-photography-video/photography

Local internship sites for CCA Photo majors

- David Maisel Photography
- Dennis Anderson Photography
- Frankel Gallery
- Pier 24
- Little Big Man Gallery
- Electric Works
- Jim Doukas (artist)
- Jessica Silverman Gallery
- Kelli Yon (artist)
- Lyn Marie Kirby (artist)
- Dwell Magazine
- San Francisco Magazine
- Southern Exposure
- Future US
- MOCHA
- TBW Books

Technical / Specialized / Advanced Skills

- Technical mastery in the fields of multiple medium: digital, relief (woodcut/linocut) intaglio (etching, drypoint, aquatint, etc.), lithography, screen printing, monotype, letterpress and book arts, images are created and printed onto paper/fabric or other substrates
- Basic digital skills to produce appropriate film separations
- Craft/production skills pertinent to medium
- Presentation of prints/unique works and editioning practices required in the field
- Conceptual depth and sophistication, including a knowledge of contemporary printmaking practice and historical overviews
- Innovation/creativity in approaching one's individual works
- Use of materials in multiple processes and a willingness to experiment in your practice

Transferable Skills / Skills to Develop

- Self-motivation and organizational skills
- Academic training for work in academic institutions
- Marketing: Website, social media, and online presentation
- Communication skills: Adept at presenting ideas visually, verbally, and in writing
- Small Business management skills
- Research skills for concept development
- Critical thinking: Ability to critically evaluate, understand, and re-envision
- Project management: Organizing project logistics, time management and labor utilization
- Documentation of work: Photos, video and audio, editing images

PRINTMAKING Organizations / Associations / Resources

- Arion Press: arionpress.com
- California Society of Printmakers: caprintmakers.org
- Crown Point Press, San Francisco: crownpoint.com
- East Bay print Studios: kala.org
- International Print Center, New York: ipcny.org
- Los Angeles Society of Printmakers:
laprintmakers.com
- Lower East Side Printshop, New York: printshop.org
- Magical Secrets: magical-secrets.com
- Mid-America Print Council: midamericaprintcouncil.org
- National Organization for Book Arts:
collegebookart.org
- Paulson Bott Press, Berkeley: paulsonbottpress.com

- San Francisco Center for the Book: sfcb.org
- San Francisco Print Studios: graphicartsworkshop.org
- Screen Printing, Limited Editions: thomaswojak.com
- Singapore Tyler Print Institute (STPI): stpi.com.sg/
- Southern Graphics Council: southerngraphics.org
- University of Wisconsin's Print Program: tandempress.wisc.edu
- World Wide Printmakers: worldprintmakers.com
- Association of Independent Colleges of Art and Design-
aicad.org/careers-majors/fine-arts/printmaking/

Professional Resources // FINE ARTS

- Alliance of Artists Communities:
www.artistcommunities.org
- American Federation of Arts: www.afaweb.org
- Artists Resource: www.artistresource.org
- Arts Employment: www.wwar.com/employment
- Arts Journal: www.artsjournal.com
- Arts Network: www.artsmarketing.com
- American Craft Council: www.craftcouncil.org
- Arts Employment: www.wwar.com/employment
- Art Practical: www.artpractical.com
- National Endowment for the Arts: www.arts.gov
- National Endowment for the Humanities:
www.humanities.gov
- New York Foundation for the Arts: www.nyfa.org
- Opportunity Knocks: www.opportunityknocks.org
- California Job Journal:
www.jobjournal.com/resources.asp
- College Art Association: www.collegeart.org
- California Lawyers for the Arts:
www.calawyersforthearts.org
- Webinars on Talent Marks: www.talentmarks.com
- Webinars on Creative Capital:
<http://www.creative-capital.org>

Bay Area Resources / Galleries / Collectives // FINE ARTS

- The Compound Gallery + Studios:
<http://thecompoundgallery.com/studios/>
- Rock Paper Scissors Collective: rpscollective.org
- Firehouse Art Collective: firehouseartcollective.blogspot.com
- A Simple Collective: <http://asimplecollective.com/>
- ARTSPAN: artspan.org
- SF Forum: <http://sfartforum.ning.com/>
- SF Artist Network: <http://www.sfartistnetwork.org/>
- SFAQ Online: <http://www.sfaqonline.com/>
- Southern Exposure: soex.org
- Donna Seager Gallery, San Francisco:
www.donnaseagergallery.com
- Electric Works, San Francisco: www.sfelectricworks.com
- Working Studio: <http://workingstudio.blogspot.com/>

Creative Staffing Agencies - opportunities for Printmakers

- Artisan (placement agency): www.artisancreative.com
- Semper LLC: <http://www.semperllc.com/index.cfm>

SCULPTURE RESOURCES

Technical / Specialized / Advanced Skills

- Knowledge of the rich history of sculpture with an understanding of diverse practices and critical thinking in contemporary sculpture as well as the social and historical implications of objects
- Knowledge of numerous materials and their properties, including: wood, fiber, concrete, metal, glass, ceramics, textiles, and found objects along with the ability to utilize them in their work
- Ability to conceptualize space and build structures, understand space and volume
- Ability to understand sculpture as it relates to time, site, actions, and context
- Ability to safely and skillfully operate tools and equipment, from hand tools to welders, table saws, drill presses, industrial sewing machines, and more
- Knowledge of and ability to apply metal techniques: ferrous and non-ferrous metal technology, lost wax bronze-casting, gas and electric welding, forging, blacksmithing, cold and hot metal forming and basic use of machine tools
- Understanding of mold-making and casting with a wide variety of materials
- Facility with 2D and 3D computer software

Transferable Skills

- Technical skills, hand skills, craftsmanship
- Building, construction, and installation experience
- Spatial intelligence
- Self-motivation and organizational skills
- Academic training for work in academic institutions
- Marketing: Website, social media, and online presentation
- Communication skills: Adept at presenting ideas visually, verbally, and in writing
- Small Business management skills
- Research skills for concept development
- Critical thinking: Ability to critically evaluate, understand, and re-envision
- Project management: Organizing project logistics, time management and labor utilization
- Documentation of work: Photos, video and audio, editing images

Websites / Associations / Other Resources

- SculptureCenter: sculpture-center.org
- International Sculpture Center and Sculpture Magazine: sculpture.org
- Sculpture Projects Meunster: skulptur-projekte.de/aktuell/?lang=eng
- Socrates Sculpture Park: socratessculpturepark.org
- Storm King Art Center: stormking.org
- Hirshhorn Museum and Sculpture Garden: hirshhorn.si.edu
- Martin Z. Marguiles Sculpture Park: thefrost.fiu.edu
- deCordova Sculpture Park and Museum: decordova.org
- Open Engagement: openengagement.info
- Saatchi Online: saatchionline.com
- Franconia Sculpture Park: franconia.org
- Public Art Fund: publicartfund.org
- Creative Time: creativetime.org
- Art Angel: artangel.org.uk
- MASS Moca: massmoca.org
- Studio Museum in Harlem: studiomuseumharlem.org
- New York Studio Residency Program: nysr.aicad.org
- Skowhegan: skowheganart.org
- Lower Manhattan Cultural Council: lmcc.net
- Smack Mellon: smackmellon.org
- American Association of Museums: aam-us.org
- Association of Independent Colleges of Art and Design: aicad.org/careers-majors/fine-arts/sculpture/
- Cabinet Magazine: cabinetmagazine.org

Bay Area Resources

- Rock Paper Scissors Collective: rpscollective.org
- Firehouse Art Collective:
firehouseartcollective.blogspot.com
- A Simple Collective: asimplecollective.com
- SFAQ Online: sfaqonline.com
- Southern Exposure: soex.org
- The Crucible: thecrucible.org
- The Compound Gallery and Studios:
thecompoundgallery.com
- Techshop SF: techshop.ws/tssf.html
- Kala: kala.org
- Root Division: rootdivision.org
- Oakland Art Murmur: oaklandartmurmur.org
- Some Thing Spacious: somethingspacious.com
- California Lawyers for the Arts:
calawyersforthearts.org
- Artworks Foundry: artworksfoundry.com
- East Bay Brass Foundry: eastbaybrass.com

Online / Database Resources

- ARTSPAN: artspan.org
- SF Forum: sfartforum.ning.com
- SF Artist Network: sfartistnetwork.org
- SFAQ Online: sfaqonline.com
- Art Practical: artpractical.com
- Art Business: artbusiness.com/openings.html
- Artopic: artopic.org/
- ArtStor:
artstor.org/using-artstor/u-html/getting-started.shtml
- Fecal Face: fecalface.com/SF
- Frank Prattle: frankprattle.wordpress.com
- Happenstand: happenstand.com
- Kapsul: kapsul.org
- Lectures with Lindsay:
art.berkeley.edu/atclab/lectures/audio.htm
- San Francisco Art
Magazine: sanfranciscoartmagazine.com
- Shotgun Review: shotgun-review.com
- Spark: kqed.org/arts/programs/spark
- Stretcher: stretcher.org
- The Stark Guide: thestarkguide.com
- Whitehot SF: whitehotmagazine.com
- Printed Matter:
printedmatter.org/about/submissions.cfm

Professional Resources

- Alliance of Artists Communities: www.artistcommunities.org
- National Endowment for the Arts: www.arts.gov
- National Endowment for the Humanities:
www.humanities.gov
- New York Foundation for the Arts: www.nyfa.org
- California Lawyers for the Arts: www.calawyersforthearts.org
- Webinars on Talent Marks: www.talentmarks.com
- Webinars on Creative Capital:
<http://www.creative-capital.org>

Alliance of Artists

- Send and Receive: sendandreceive.org/submit.html
- Soapbox Gallery: soapboxgallery.org/
- The Kitchen: thekitchen.org/page/42/
- Webinars on Talent Marks: talentmarks.com
- Webinars on Creative Capital: creative-capital.org
- Association of Independent Colleges of Art and Design:
aicad.org/careers-majors/fine-arts/art-fine-arts-studio-art/

Artist Resources

- College Art Association Communities:
artistcommunities.org
- National Endowment for the Arts: arts.gov
- National Endowment for the Humanities: humanities.gov
- New York Foundation for the Arts: nyfa.org
- The Foundation Center: foundationcenter.org
- 4 Culture: 4culture.org
- Transartist: transartists.nl/
- Art Deadlines List: artdeadlineslist.com
- Art Deadline: artdeadline.com
- CAFE: callforentry.org
- Residency Unlimited:
residencyunlimited.org/category/opportunities
- Re-title: re-title.typepad.com/opportunities
- Rhizome: rhizome.org/announce/opportunity
- Touring Artists Fund:
touring-artists.info/foerderdatenbank.html?&L=1
- program-history.htm
- Wooloo: wooloo.org/open-call
- Brooklyn Art Museum:
brooklynmuseum.org/faq/artist_submissions.php
- Intersection Arts:
theintersection.org/programs/proposals-submissions
- Momenta Art: momentaart.org/news/index.html
- Participant: participantinc.org/contact/
- Public Art Dialog: tandf.co.uk/journals/journal.asp?issn=2150-2552&linktype=44

TEXTILES RESOURCES

Technical / Specialized / Advanced Skills

- Knowledge of materiality and methods of textile construction, including printing processes, weaving structures, dye technology and fiber sculpture techniques
- Computer design skills, including computer-generated imagery, repeat patterns, and structures for printing and weaving
- Knowledge of historic and contemporary textiles
- Relating material and process to intellectual and cultural discourses

Transferable Skills

- Collaboration: Working collaboratively within an interdisciplinary environment
- Communication: Written, verbal, technical and visual presentation
- Research: Managing information while using informational technology effectively
- Creativity: Showing initiative for the management of a major creative project
- Technical competency with machinery, technology, and materials in the field
- Time management and Problem solving: Managing workloads in order to meet deadlines

Websites / Associations / Other Resources

- Fiberarts: www.fiberarts.com
- Surface Design Association: www surfacedesign.org
- Fiberscene: www.fiberscene.com
- Textile Society of America: www.textilesociety.org
- Handweavers Guild of America:
www.weavespindye.org
- American Tapestry Alliance:
www.americantapestryalliance.org
- European Textile Network: www.etn-net.org
- KnitKnit: www.knitknit.net
- Knitchics: www.knitchicks.co.uk
- Brown/Grotta Arts: www.browngrotta.com

Websites / Artists

- Morgan Bajardi: www.morganbajardi.com
- Lia Cook: www.liacook.com
- Sonia Clark: www.sonyaclark.com
- Angela Hennessy: www.angelahennessy.com
- Jane Lackey: www.janelackey.com
- Mung Lar Lam: www.munglarlam.com
- Joan Livingstone: www.joanlivingstone.com
- Christy Matson: www.cmatson.com
- Lacey Jane Roberts: www.laceyjaneroberts.com
- Deborah Valoma: www.deborahvaloma.com
- Anne Wilson: www.annewilsonartist.com
- Galenda Yakovenko: www.galenayakovenko.com

Professional Development Resources

- Webinars on Talent Marks: www.talentmarks.com
- Webinars on Creative Capital:
<http://www.creative-capital.org>
- Association of Independent Colleges of Art and Design:
aicad.org/careers-majors/crafts/fibers-textiles

CURATORIAL + VISUAL STUDIES RESOURCES

Transferable Skills

- Organization: prioritizing tasks, mapping in time and space, research goals,
- Access and arrange resources - archives, online, in person, ephemeral, real, and tangible
- Genre specific communication
- Research broadly and experimentally: identify the throughlines to make meaning and present ideas
- Communication: Ability to convey complex information, present theories and ideas, structuring and conveying ideas effectively orally, visually, and in writing
- Visual: Attention to detail, observers and interpreters of visual experience
- Problem solving: Comprehending the problems and possibilities for either writing about the visual world or creating a visual, curatorial experience
- Interpersonal skills: collaborative and interdisciplinary focus
- Collaboration: working well with others

CURATORIAL PRACTICE //

Technical / Specialized / Advanced Skills

- Conceptualize and organize an exhibition, along with writing and producing an accompanying publications
- Solid Background in curating, art practice, and theory
- Exhibition planning and logistics: exhibition making, programming, project management and commissioning; Coordinating loan exhibitions: loans, transport and insurance; exhibition design; budgets and fundraising, art handling, registration and condition reports
- Professional development: independent research, work placements, group projects, studio visits, networking
- Work closely with artists, coordinate loans, travel, and legal issues

VISUAL & CRITICAL STUDIES //

Technical / Specialized /Advanced Skills

- A wide range of perspectives on the visual, including modern and contemporary art, architecture, design, film, video, aesthetics, semiotics and cultural studies
- The imbrication of visual arts in history, culture, and society
- Critical theory, including foundational texts in Western philosophy and post-modern critiques, theories of visibility/visibility, phenomenology, post-colonial theory, feminist theory, and queer theory
- The ability both to speak and write persuasively and critically about visual imagery, objects, and architecture
- Knowledge of the history of painting, sculpture, graphic art, architecture, design, film, video, television, and digital imagery of all kinds
- Knowledge of a range of theories from a range of discourses including philosophy, visual culture, writing
- Writing and communication of ideas

CURATORIAL PRACTICE //

VISUAL & CRITICAL STUDIES //

- Afterall Publishing: afterall.org
- American Society for Aesthetics: aesthetics-online.org
- ArtSource Art Journals Online:
ilpi.com/artsource/journals.html
- College Art Association: collegeart.org
- Journal of Aesthetics and Art Criticism:
temple.edu/jaac/
- Ingentaconnect: ingentaconnect.com
- Stretcher: stretcher.org
- Artspeak Cabinet: artspeak.ca
- Critical Inquiry: criticalinquiry.uchicago.edu
- Degree Critical: artcriticism.sva.edu/?page_id=6
- Elastic Journal: elasticjournal.wordpress.com
- Grey Room: jstor.org/journals/15263819.html

- Webinars on Talent Marks: www.talentmarks.com
- Webinars on Creative Capital: <http://www.creative-capital.org>
- Association of Independent Colleges of Art and Design:
aicad.org/careers-majors/art-history-theory-criticism-curatorial-studies/curatorial-museum-studies/

WRITING RESOURCES

Technical / Specialized / Advanced Skills

- Knowledge of literary theories, literary masterpieces, narrative design, character development, descriptions, scene development, point-of-view, dialogue, tone, voice, rhythm, and poetics
- Understanding of theoretical and practical approaches to the craft of writing
- Knowledge of the publishing community in the Bay Area, including editorial and administrative skills to support the publishing world
- Web management
- Familiarity with the reading communities in the Bay Area
- Technical skills of using analytical approaches to critically interpret information and literature
- Solid research skills and critical reading to establish factual and consistent content
- Ability to create appropriate writing structures and organize thoughts into coherent information
- Communication skills: Effective verbal and written communication
- Analytical skills: A balance of logical and critical thinking
- Creative and innovating thinking to connect with an audience through writing
- Background in cross-genre writing

Transferable Skills

- Flexibility and adaptability
- Self-motivator
- Time and Deadline Management
- Business development for freelance career
- Communication: Adept visual, verbal and written communication skills
- Research skills
- Collaboration: the ability to work in teams on projects and accept criticism

Websites / Associations / Other Resources

- Association of Writers and Writing Programs: awpwriter.org
- Poets & Writers Magazine: pw.org
- Pen American Center: pen.org
- Poets House: poetshouse.org
- Stretcher stretcher.org
- Journal of Aesthetics and Art Criticism: ingentaconnect.com
- Afterall Publishing: afterall.org
- Association of Independent Colleges of Art and Design:
aicad.org/careers-majors/general-education/english-writing

Fellowships and Writers Residencies

- [Djerassi Resident Artist Program: djerassi.org](http://djerassi.org)
- [Headlands Center for the Arts: headlands.org](http://headlands.org)
- [The MacDowell Colony: macdowellcolony.org](http://macdowellcolony.org)
- [Nicholl Fellowship: oscars.org/nicholl](http://oscars.org/nicholl)
- [Project 387: project387.com/](http://project387.com/)
- [Provincetown Fine Arts Work Center: fawc.org](http://fawc.org)
- [Stegner Fellowship: stanford.edu/group/creativewriting](http://stanford.edu/group/creativewriting)
- [Yaddo: yaddo.org](http://yaddo.org)
- [Poets & Writers Listing](#)
- [Vermont Studio Center](#)
- [Bread Loaf conference](#)
- [Haystack](#)

Bay Area Publishing Houses

- chroniclebooks.com/our-company/jobs/openings (San Francisco)
- mcsweeneys.net/pages/mcsweeneys-internships (San Francisco)
- gingkopress.com/ (Berkeley)
- counterpointpress.com/ (Berkeley)
- heydaybooks.com/internships/ (Berkeley)
- mercuryhouse.org/_about.html (San Francisco)
- parallax.org/about_parallax.html (Berkeley)
- zestbooks.net/opportunities/ (San Francisco)

Employment

- Internmatch.com
- [Poets & Writers Jobs](#)
- Mediabistro.com
- Journalismjobs.com
- Editcetera.com
- Idealist.org
- Freelancewriting.com

Self-Publishing

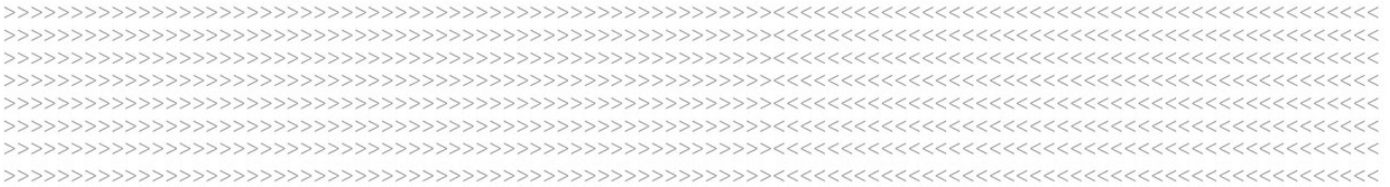
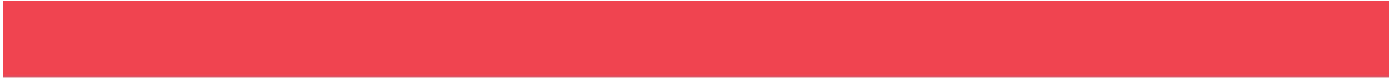
- scribd.com
- indiereader.com
- smashwords.com

Writing Community / Groups / Organizations

- themerryinksters.com
- nanowrimo.org
- 826valencia.org/get-involved (Volunteering)

Feeling entrepreneurial? Business models / ideas that other writers have started:

- Adifferentfeather.com
- Shannatrenholm.com
- [Webinars on Talent Marks: talentmarks.com](#)
- [Webinars on Creative Capital: creative-capital.org](#)



FOR MORE INFORMATION,
PLEASE VISIT:

CCA CAREER DEVELOPMENT OFFICE

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San Francisco CA 94107

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