MEDIA ARTS

MEDIA ARTS PROFILE

According to the Bureau of Labor Statics, overall employment of multimedia artists and animators is projected to grow 8 percent from 2016 to 2026, about as fast as the average for all occupations. Projected growth will be due to increased demand for animation and visual effects in video games, movies, and television.

Consumers will continue to demand more realistic video games, movie and television special effects, and three-dimensional movies. This will create demand for newer computer hardware, which will enhance the complexity of animation and visual effects. Additional multimedia artists and animators will be required to meet this increased demand. Further, an increased demand for computer graphics for mobile devices, such as smart phones, will lead to more job opportunities. Multimedia artists will be needed to create animation for games and applications for mobile devices.

WCSU Media Arts
Occupational Outlook Handbook

RELATED CAREER PATHS

The career paths listed below are only a sample of the opportunities one may consider. They have been taken from the Bureau of Labor's Occupational Outlook Handbook and the O*Net Online. Some career paths may require additional education and training. To gain more understanding of the different career paths, take a look at Candid Career, where you can watch testimonials of people doing exactly what you might want to pursue.

Art Directors	Website Developer
Graphic Designers	Industrial Designers
Exhibit Designer	Animators
Photographer	Storyboard Artist
Illustrator	Museum/ Gallery Curator
Fabricator/Digital Molder	Website Developer
Design Teacher	Webcaster

RÉSUMÉ SAMPLES & HELP

For a guide, and list of sample résumés, please visit our virtual résumé tool at https://www.wcsu.edu/careersuccess/resumes/. This is where you will find sample résumés, download our fillable résumés template, and find the cover letter & résumé checklist to ensure you are on the right track. Whether you are applying directly to a person, or an applicant tracking system (ATS), there are things you will need to know for your résumé to be recognized by the company's database. Use the checklist we provide and always proofread for perfection. Remember, your résumés and cover letters are the first writing samples any employer will ever see from you. You need to make sure it is perfect. Don't risk it, and come visit one of our Career Peer Leaders, who can help you. We are available Monday through Friday, either virtually or in person, anytime between 9 am to 5 pm. If you would like information, or to set an appointment, please contact the Career Success Center at careersuccess@wcsu.edu.

JOB SEARCH ENGINES

Art Jobs/Art Search (Contact the Career Success Center to receive instructions for a free account.)

ArtsTie

Audio Engineering Jobs

Authentic Jobs

Coroloft

Creative Jobs Central

Entertainment Careers

iCreatives

Krop

Music Jobs

Production Hub

Soundlister

TalentZoo

TV Jobs.com

RESEARCH RESOURCES

All About Careers

Art Staffing

Entertainment Career Center

Journal of Digital Media Arts and Practice

Learn.org

The Art Career Project

SALARY INFORMATION

Prepare for interviews, compare salaries and get company reviews with a free student account from Glassdoor. Simply click the link and sign up with your student email address.

About.com

Career Trends

Salary.com

WHAT YOU CAN DO NOW

Join a professional society or association related to the Arts – See list below

Consider studying abroad. Click here to learn more.

Volunteer for WCSU's Vita Program

Volunteer for Junior Achievement in your community

ASSOCIATIONS

Professional associations are a great way for college students, recent graduates, and career changers to enhance personal and professional development while being provided endless networking opportunities. Being a member of an association also offers chances to attend conferences, learn about latest industry trends, scholarships, internship opportunities, along with attitudes and competencies expected in the industries of interest. Many associations encourage students to participate and even offer drastically reduced membership rates. Being a member of an association could be the best thing you do for your career.

ACM SIGGRAPH

American Institute of Graphic Arts

Association Typographique International e(ATypI)

Audio Engineering Society

College Media Association

Connecticut Professional Photography Association

ICOGRADA

Inter-Society Color Council

Interactive Digital and Media Arts Associations (IDMAA)

International Society of Typographic Designers (ISTD)

National Association of Women Artists

SIGCHI

PHOTOGRAPHY SOCIETIES & ASSOCIATIONS

American Society of Media Photographers

Daguerreian Society

National Press Photographers Association

Photographic Society of America

North American Nature Photography Association

Professional Photographers of America

Society for Photographic Education

Women in Photography International