

Taking the Leap

Student Futures in Creative Careers

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ABSTRACT

Industry panelists discuss measures that students can take to prepare for entering creative careers in computer graphics and interactive techniques. In the wake of global pandemic, creative industries have transformed. While certain aspects of hiring and recruitment processes remain unfazed, others have fundamentally changed. Transformed workplace cultures and new technologies present opportunities for alternative and de-habituated career paradigms. Simultaneously, new pathways present unforeseen challenges. Creative industry representatives discuss the general and specific state of affairs within their respective fields and provide insight into changing employment models. Discussion includes advice for educators to help prepare students for a variety of transforming career scenarios, as well as the preparation, training, and attributes students need to enter related fields. Panelists will consider the qualities underlying desirable entry-level applicants in their respective fields and elaborate upon changes in the transition from school to work resulting from the global pandemic. Represented industry segments include animation, interactive/experience design, computer graphics research, and virtual production. Questions considered include how schools and educators can help prepare students for successful transitions into creative careers; what entry-level applicants should have (and should not have) on resumes, portfolios, and demo reels; and what can students do on their own to proactively acquire requisite credentials. Discussion will expose fresh outlooks on the futures of creative fields in computer graphics and interactive techniques.

CCS CONCEPTS

• **Applied Computing**; • **Education**;

KEYWORDS

Education, Creative Careers, Entry-level Employment, Demo Reels

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1 PANELISTS

Johannes DeYoung (moderator) is an artist and educator who works at the intersection of computational and material processes. He is appointed Assistant Professor of Electronic and Time-Based Media at Carnegie Mellon University School of Art in Pittsburgh, PA. His work has been exhibited at the B3 Biennale of the Moving Image, Frankfurt, Germany; Crush Curatorial, Robert Miller Gallery, Jeff Bailey Gallery, Eyebeam, and Tiger Strikes Asteroid, New York, NY; the Images Festival at the Art Gallery of Ontario, Toronto, Canada; the National Taiwan Museum of Fine Arts, Taichung, Taiwan; and featured in *The New York Times*, *The New York Post*, *The Huffington Post*, and *Dossier Journal*. He has served on the New Foundations Board of Study for time-based media at Purchase College, State University of New York; the Lyme Academy College of Fine Arts Contemporary Art Council; and Pennsylvania Academy of the Fine Arts, as Digital Literacy Consultant. From 2008–2018, he taught animation and moving-image courses at Yale University School of Art, where he was appointed Senior Critic and founding Director of the Center for Collaborative Arts and Media, and at the Yale School of Drama, where he was appointed Lecturer in Design. At Yale, he also served as Principal Investigator for the Blended Reality program in immersive media research. He received his MFA from the Cranbrook Academy of Art in Bloomfield Hills, MI.

Brooke Keesling is the Head of Animation Talent Development at Bento Box Entertainment. She has worked in the animation and VFX industry for decades as a filmmaker, in recruiting & development, and in education. Prior to joining Bento Box, Brooke recruited animation talent for Cartoon Network, Disney, and Warner Bros. Keesling earned her MFA at CalArts where she produced the stop-motion film, *Meatclown* and the Student Academy Award winning film *Boobie Girl*. Upon graduation, she worked in practical and miniature VFX on many films as Inception, *The Dark Knight*, *Hugo*, and *The Aviator*. Brooke is the Vice President of ASIFA Hollywood, a member of Women in Animation, on the advisory board of the GLAS

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Animation Festival, and she teaches in the Character Animation department at CalArts.

Rubaiat Habib is a Sr. Research Scientist at Adobe Research. Rubaiat designs and develops computing tools that facilitate powerful ways of thinking, design, and communication with sketching and gestures. His research in animation & dynamic drawings is turned into new products that reach global audiences. Among them, Apple recognized SketchBook Motion as the best iPad app of the year 2016. Prior to Adobe, Rubaiat worked at Autodesk Research, Microsoft Research, and Japan Science & Technology Agency. Rubaiat advocates for the power of dynamic drawings as a powerful medium for art, design, and communication.

Brittany Biggs is an animation filmmaker and Assistant Professor of Animation with the Academy for Creative Media at the University of Hawaii at Mānoa. Her feature film credits include

DreamWorks' Trolls, Kung Fu Panda 3, Kung Fu Panda 2, and Turbo. Her short animated films have been recognized in international film festivals including Annecy International Animation Film Festival, and her film, *A Tall Tale*, won Best Animated Short in the 2011 Los Angeles Women's International Film Festival. In August 2020, she was selected as one of 102 fellows for the Unreal Fellowship in Virtual Production.

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