

Careers in Computer Animation

Business of Art and Design graduates will find opportunities across many different industries.

Here are a few examples of jobs that are available for our grads.

2D Artist–Animation Studio	Facial and Lip Sync Animator	Previsualization Artist
2D Production Manager	Feature Production Assistant	Product Launch Director
3D Character Sculptor	In-Between Artist	Production Coordinator
3D Lighting Director	Interaction Art Director	Production Rendering Artist
3D Production Manager	Interaction Designer	Prop Designer–Animation
Animation Character Artist	Key Frame Animator	Render Pipeline Artist
Animator/3D Generalist	Lead Artist	Render Pipeline Coordinator
Background Artist	Lead Designer–Production	Renderer
Breakdown Artist	Lighting Apprentice	Rigging Artist
CG Programmer	Lighting Composer	Senior Design Manager
CG Supervisor	Lighting Specialist	Set Designer
Character Animator	Lighting Technical Director	Shading Artist
Character Designer	Live-Action Animator	Site Content Developer
Character Modeler	Location Designer	Storyboard Artist
Character Rigging Artist	Maya Generalist	Technical Animator
Character Technical Director	Mobile Graphics Animator	Technical Director
Concept Artist	Morphing Artist–Film	Texture Artist
Creature Technical Director	Motion Capture Artist	Texture Map Painter
Digital Fusion Composer	Motion Graphics Animator	Title Animator
Dynamics Scripter	Orthographic Designer	Tracker
Effects Animator	Painter–Animation Digital	VFX Supervisor
Environment Designer	Post Production Designer	Visual Development Artist

