92% of recent Notre Dame Design majors found full-time employment, enrolled in graduate school, entered service programs, or launched independent projects within six months of graduation.

Brandon Keelean ’13
Design major
Senior designer, 50,000 feet

“Design is a way to solve problems. It’s a way of thinking where you iterate and explore lots of different solutions—and that’s really intriguing and exciting.

“Every day is a new challenge, so instead of learning one specific knowledge base, I get to learn about a lot of them. Each new project is a chance to learn more about social issues or communication problems or corporations and what their goals and aspirations are.”

78% find full-time jobs

- 3D artist, Rafael Vinoly Architects
- Account executive, Aspen Marketing
- Art gallery intern, Walt Disney Company
- Assistant account executive, FCB Global Business analyst, Target
- Citizen outreach organizer, Fund for the Public Interest
- Communications assistant, U.S. Senate Design intern, Harper’s Bazaar
- Digital marketing analyst, Acquity Group
- Editorial assistant, HarperCollins Publishers
- Footwear design intern, New Balance
- Graphic artist, Whole Foods Market
- Graphic designer, Harpoon Brewery
- Illustrator, Smudge Ink
- Industrial designer, Logic PD
- Interactive designer, A Different Engine
- Interactive graphic designer, The Elkhart Truth
- Junior designer, Carbon38

Marketing assistant, LVMH
Marketing coordinator, Punchkick Interactive
Media analyst, OMD
Product design engineer, Catalyst PDG
Product developer, Piece & Co.
Product development engineer, Navistar International
Product, toy, and graphic designer, Cozzolino Studio
Project manager, Epic Systems
Search and social analyst, Starcom MediaVest Group
Systems integration analyst, Accenture
User experience design intern, Fluid Video editor, 2K Games
Visual designer, Isobar
Writer, VSA Partners

11% go to graduate or professional school

- Animation: DePaul University, Rochester Institute of Technology
- Art history: Savannah College of Art and Design
- Biomedical sciences: Nova Southeastern University
- Creative advertising: Chicago Portfolio School

1% launch independent projects

Curriculum requirements

Bachelor of Arts in Studio Art (38 credit hours)

- Drawing I
- 2D Foundations
- 3D Foundations
- 3 art history courses
- 4 design electives
- 2 studio or design electives

Bachelor of Fine Arts in Design (66 credit hours)

- Drawing I
- 2D Foundations
- 3D Foundations
- Photography I
- Figure Drawing
- 4 art history courses
- Senior Seminar
- 4 courses in area of concentration
- 5 studio or design electives
- 9-credit yearlong BFA thesis

Ashley Ceniceros ’08
Design major
Internal medicine physician
M.D./MPH graduate, Northwestern University

“Working in the Design program with a lot of other really creative people allows you to learn to collaborate and bounce ideas off one another. Critiques and brainstorming are just a part of the process, and it made me work that into my everyday life. I learned how to look at every little thing critically and think about how to make it better.

“At my hospital and clinic, I use my design experience every day. At the core of design is learning how to find and define a problem, then develop a solution to that problem. Medicine is exactly the same thing.”

2% enter service programs

Alliance for Catholic Education, Tucson, Arizona
Good Shepherd Volunteers, New York, New York
Peace Corps, South Pacific

Source: Career Center First Destination Reports, 2010-2014

Study Design. Do anything.