

Study Design. Do anything.

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.



Ashley Cenicerros '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."



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



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."

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

1% launch independent projects



Curriculum requirements

Bachelor of Arts in Studio Art (36 credit hours)

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

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

- Design and technology:** New School University
- Divinity:** Congregation of Holy Cross
- Product design:** University of Illinois
- Social work:** Temple University
- Sports administration:** Northwestern University, Wayne State University

Bachelor of Fine Arts in Design (67 credit hours)

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

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