

Study Design. Do anything.

94%

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



Will McLeod '09
Design major
Co-founder and chief of product,
Keen Home Inc.

"As the product manager for a company that creates connected devices for the home, my design education is the largest part of what I do. It helped me learn about innovation and ideation, but the most beneficial part was how it taught me to communicate effectively.

"When you're looking to break into the industry, most design jobs aren't called 'design jobs.' You're often tasked with design thinking in other fields like marketing, operations, or management. Don't think for a second doing those roles makes you any less of a designer.

"What sets you up for success is that design thinking is an X-factor many professional industries think is a kind of magic. You can see the discipline of design thinking bleeding through everywhere, no matter what you end up doing."

7%
launched
independent
projects



73% started full-time jobs

Assistant account executive, Ogilvy & Mather
Associate design partner, Innovatemap
Associate graphic designer, Radio Flyer
Brand manager, Agencia Feduro
Business analyst, Morningstar
Consultant, Booz Allen Hamilton
Creative designer, Myzone
Creative services coordinator, Giorgio Armani
Design assistant, HarperCollins Publishers
Design consultant, Deloitte
Design engineer, Flexco
Digital marketing analyst, Acquity Group
Graphic design intern, Denver Broncos
Industrial designer, Shin Crest
Interactive designer, A Different Engine

Junior art director, Core-Rx Communications
Lead designer, Boxcast
Marketing associate, Geronimo Energy
Marketing and social media developer, ME Productions
Industrial design intern, Insight Product Development
Product developer, Piece & Co.
Search and social analyst, Starcom
Senior graphic designer, Vedia NYC
Special effects intern, Walt Disney Imagineering
Software engineer, IBM
Video editor, 2K Games
Visual communications intern, Southwest Airlines
UI designer, Hudl
Writer, VSA Partners



10% enrolled in graduate or professional school

Animation: DePaul University
Computer science: USC
Integrated innovation: Carnegie Mellon University
Landscape architecture: University of Illinois

Lighting design: Parsons School of Design
Social work: Temple University
Sports administration: Wayne State University

Source: Center for Career Development
First Destination Reports, 2014-2018

4%
entered
service
programs



Alliance for Catholic Education, Oakland, California
Franciscan Volunteer Ministry, Pittsburgh, Pennsylvania
Good Shepherd Volunteers, New York, New York

Curriculum requirements

Bachelor of Arts in Design (36 credit hours)

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



Samantha Coughlin '15
Design major
User experience and visual designer,
PodOp

"Design combined my innate visual interests with a more analytical approach that really appealed to me. My professors were so engaged and helped me to articulate my interests, discover my path, and build the skills I needed to get there. From the beginning, they foster a solid critique process; we learn the best ways to provide and accept feedback, so it always feels like we're working together to discover, create, and execute our best ideas.

"Now, I'm the lead designer at an interactive film startup founded by Steven Soderbergh. We work with writers and directors to craft multi-layered stories that range from branching narratives to immersive apps.

"Design showed me how to consider a problem from multiple perspectives, develop a concept, test it, and iterate. It taught me how to think critically and creatively, and while I still love focusing on the smaller details that make things feel polished, it's this holistic approach that has been more important to me throughout my career."

Bachelor of Fine Arts in Design (66 credit hours)

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

Study everything. Do anything.

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ARTS AND LETTERS

