

# 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

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Department of Art, Art History & Design 306 Riley Hall of Art & Design  
574-631-7602 artdept.nd.edu art.1@nd.edu

Director of Undergraduate Studies  
Emily Beck ebeck1@nd.edu

ARTS AND LETTERS

