AET

ARTS AND ENTERTAINMENT TECHNOLOGIES

CAREER GUIDE

Fine Arts Career Services

The University of Texas at Austin

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FINE ARTS CAREER SERVICES OFFERS:

ONE-ON-ONE ADVISING
Resume and cover letter reviews, mock interviews, graduate school advising, general career exploration. E-mail us for appointments!

JOB BOARD
Fine Arts Works is exclusively for COFA students and alumni. Check it out at www.bit.ly/fawjobs

PROGRAMMING
Tips and Tiffs professional development workshops, *Industry Insights* guest speaker series, info sessions on FACS-specific initatives, and COFA Careers Week

FUNDING
Intern Scholarship, Professional Development Travel Initiative (PDTI), New York Seminar Scholarship, and more. www.bit.ly/facsfunds

AND MORE
Online internship classes, New York Seminar spring break trip, Networking Night, Undergraduate Professional Development Committee, and more

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INTRODUCTION

Congratulations on taking the next step in thinking about your career in arts and entertainment technologies! Whether you are a freshman or nearing graduation, now is a good time to start thinking about your future. This career guide is meant to give you lots of broad information to consider as you picture yourself working in different environments.

We hope reading through this will spark your own curiosity and that you will come meet with the Fine Arts Career Services office for a one-on-one appointment. We are highly skilled in helping you to find the perfect job, internship, or just to brainstorm different career paths.

ABOUT AET

Emerging technologies stimulate new creative development

AET provides a rich, reflective experience integrating the arts and technology into a seamless experience. Today, the creative economy is one of the fastest growing sectors in the world. The University of Texas has recognized the importance it plays in our economy and is transforming the student learning experience through the exploration of art and entertainment technologies. AET majors learn software development, design, project management and team dynamics. These skills are the ones most sought after in the business, government and social impact environments.

The ability to take classes across music, sound, design, technology can help you discover what you want to pursue and then prepare you for that positon. Game Designer, Lighting Technician, EDM DJ? You can learn those professions in AET.

PORTFOLIO AND PROFESSIONAL PRESENTATION

The professional materials that AET majors create are unique. They are a window into your skills, interests, and drive. For example, if you are interested in game design, you should not only have a game that you developed, but a portfolio that explains the steps you took to get there. Be ready to create an extraordinary digital portfolio. AET majors should think about each of their projects within their classes as a potential portfolio piece and carefully consider their overall aesthetic in each project. FACS is available to help you craft your portfolio, advise on website creation, and to help you with your resume!

MUSIC AND SOUND

The Music and Sound emphasis includes focused coursework to create and produce sound. Virtual instruments, MIDI, and Logic Pro are tools frequently taught in courses and are the same tools used in the industry. In addition to developing an informed and critical aesthetic vision, students will evaluate audio program material and make both technical and aesthetic decisions based on those observations. Mastery of the discipline will be exhibited through the completion of recording and production projects of professional quality. Students should think of their class projects as potential portfolio pieces and consider their overall aesthetic in their creative decisions.

Curriculum in this emphasis includes techniques in digital music production, sound design, sound synthesis, and scoring for films and games – all of which can be applied to various technical fields.

GAME AND MOBILE APPLICATIONS (GAMMA)

GAMMA is the most popular and diverse emphasis within the AET major.

Austin is a game-developing hub. There are plentiful pathways available to graduates with this emphasis because it's a multi-faceted degree.

Be prepared to gain experience with technology in a variety of software and hardware systems in the AET degree.

Students have many industry options within 2D and 3D games on mobile, online, and social technology platforms as well as a broad knowledge of visual digital arts software.

Additional practices in GAMMA include motion graphics, 3D modeling, coding, project management, and animation.

Students also learn visual arts through game programming. Students in GAMMA often intern in a variety of game development companies.

Production within the major and in the related industries is extremely group-based.

It's very important that GAMMA students learn group work while they are in school and use every group project to strengthen this skill.

This is reinforced in the GAMMA emphasis in the group-based capstone project.

NEW PERFORMANCE TECHNOLOGIES

As the most performative emphasis within the AET major, students with an emphasis in New Performance Technologies are able to create interactive and immersive environments including concerts, sporting events, and conventions. Some of the methods used to create these environments include motion tracking, 3D projection mapping, intelligent lighting, sound systems, and generative imagery.

This is the most specific emphasis within AET, and related jobs are also so specific that both internship and volunteer experiences are extremely important and to bridge your education to your related industry.

Students with a New Performance Technologies emphasis should connect with arts venues, convention centers, and festivals to seek both volunteer and internship experiences. Maintaining relationships with contacts in this industry is incredibly important as largely your reputation and networking will assist you in obtaining jobs after graduation.

LET'S TALK ABOUT MONEY

Careers held by professionals in AET vary depending on which road you take. Salary ranges are extremely dependent on field, location, and industry, so we here at FACS strongly encourage reading deeper into each respective field(s)'s salary ranges via the Bureau of Labor Statistics (*http://bls.gov/ooh/arts-and-design/home.htm*) and Glassdoor (*http://.glassdoor.com/*).

Most career opportunities stemming from a degree in AET will occur in the private sector, and most AET faculty come from private sector backgrounds.

JOB TITLES

Digital Artist/Animator (3D and 2D)

EDM DJ

Freelance Musician/Commercial Musician

Game/Level Designer

Illustrator

Integrated Media Producer/Technician

Lighting Designer

Technician for Theatre, Sports, and Live Entertainment/Events

Project/Product Manager

Web Designer/Developer

Music Producer

Recording Engineer

Mix Engineer

Mastering Engineer

Live sound engineer

Sound Technician

Sound Designer

Art Director

Creative Programmer

...NOW WHAT'S NEXT?

Maybe reading this has left you with even more questions, and feeling even less sure about what career opportunities you may want to explore. That is okay!

Setting up an appointment with Fine Arts Career Services is a great place to brainstorm possible career pathways and help to make your application materials reflect you in the strongest way possible.

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