Job Posting Title  Digital Art and Design Internship, DCP - Spring 2015
Internship Program Type  Professional Internship
Primary Location  Glendale, CA
Auto req ID  211599BR

Job Description  Disney Consumer Products (DCP) is the business segment of The Walt Disney Company that extends the Disney brand to merchandise ranging from apparel, toys, home decor and books to interactive games, food and beverages, stationery, electronics and animation art.

Disney Publishing Worldwide develops original, award-winning content (both Disney and non-Disney branded), including Disney books, magazines and comic books. Its products are printed in more than 85 languages across 103 countries, and it is considered the largest publisher of children’s books and magazines in the world.

For more information or to apply, go to: http://bit.ly/1pu4rwc

The Disney Professional Internship program offers a unique opportunity to explore the world of Disney Consumer Products (DCP) in a seasonal, paid assignment with meaningful and productive projects that allow you to build your resume. You will be working full-time hours and provided with challenging projects, performance feedback, valuable networking opportunities, and many educational and social activities. This position will start in January and last through June.

Responsibilities

- Assist in the development of mobile app projects, from concepting through launch.
- Help develop concept art, wireframes and flows, storyboards, UI, production art assets (2D or 3D), illustrations, marketing materials, and icons
- (3D) Help develop 3D environments, characters, props, and interactive elements suitable for use in a low-poly game environment
- Collaborate with digital creative team to repurpose, adapt, and reuse existing assets
- Participate in brainstorming of new product concepts
- Experience all aspects of the production pipeline, working with Game Designers, Animators, and Programmers in the development of mobile apps

Basic Qualifications

- Skills in illustration, animation, graphic design, motion graphics, interactive design, or product design
- Strong design sense, exhibited across a variety of disciplines and with a diversity of styles
- (2D) Strong working knowledge of Adobe Creative Suite and other graphic design tools preferred
- (3D) Strong working knowledge of Maya, ZBrush, and other 3D tools preferred
- Experience with interactive design strongly preferred
- Experience with both 2D and 3D design a plus
- Experience with both UI and UX design a plus
- Experience developing kid-focused products strongly preferred, educational or learning products a plus

Required Education  Working on a degree (undergrad or graduate level) in Fine Arts, Graphic Design, Animation, Illustration, Information Technology, Film Production, Interactive Design or Computer Science.

Additional Information  Be sure to take time to explore all the exciting Disney Consumer Products lines of business at http://www.DCPCareers.com and read about the variety of people who have made DCP the success it is today.