

POST-PRODUCTION INTERN

Kin - Santa Monica/Playa Vista. Learn to prep dailies. Assist in organizing footage as it comes in. Maintain a music cue sheet on a weekly basis. Learn about LTO archiving. Prepare field drives for productions. Maintain asset lists of media generated. Transcode and upload media for multi-platform distribution. Some experience with video editing. At least beginner knowledge of nonlinear editing systems (Final Cut Pro, Adobe Premiere, FCPX). Familiarity with video and audio codecs. Experience with Mac OSX. Experience with transcoding software (Adobe Media Encoder or Apple Compressor). The ideal candidate will have had some background in post-production either editing short films or social media content. Some knowledge of FCPX and Premiere Pro will be needed to be able to help with the assistant editor's current workload. Knowledge of social media websites (YouTube, Facebook, and Instagram) is a plus as well.

Go to: <https://boards.greenhouse.io/kincommunity/jobs/1265340>

CONCEPT ART INTERN 2019-Treyarch

Treyarch - Santa Monica. Interns who want to become a professional concept artist in the gaming industry. Over a 12-week period, you will have the opportunity to work alongside a team of world-class concept artists who have worked on the most successful videogame franchise of all time. Our ideal candidate is excited about creating immersive environments and has a good understanding of architecture as well as organic environments. Passionate about videogames, concept art, and have a strong portfolio. Work directly with the Art Director, Art leads and Concept Art team to deliver the following: Create inspirational artwork to define artistic vision and support game design. Produce creative designs from initial sketches to final concepts. Gather and organize reference for the concept team. Paint over renders and screenshots in Photoshop. Draw storyboards which will illustrate the movement of FX and FX animations. Create redline notes for environments, taking game levels to a higher fidelity. Strong knowledge of Photoshop.

Understanding of traditional artistic skills, composition, rendering, anatomy, color theory, perspective, lighting, environment, architectural, character, and graphic design. Solid drawing fundamentals, along with traditional painting and rendering techniques. Should showcase strong foundational drawing and painting skills in your portfolio including anatomy, proportions, perspective, rendering light on form, value, composition, storytelling, color, and dynamic sketching. Should showcase strong foundational drawing and painting skills in your portfolio including anatomy, proportions, perspective, rendering light on form, value, composition, storytelling, color, and dynamic sketching. Looking for portfolios which have a strong focus in realistic environmental concept art and demonstrated proficiency in traditional art skills, digital-painting, and 3D software.

Go to: <https://activision.referrals.selectminds.com/jobs/concept-art-intern-2019-treyarch-2889>

PHOTOGRAPHER

Boyz New York Inc. - Los Angeles. Part-time photographer for clothing line brand. \$16 - \$18/hr. Product shooting at the office studio. Editing skills. Time management.

Go to: <https://www.indeed.com/viewjob?jk=3bb7c1110bf95341>

DIGITAL FASHION ILLUSTRATOR - LA Area

Digital Fashion Application - Los Angeles. Commission. Can work conventional and non-conventional hours. Quick fashion sketches of clients on a freelance or full time basis. Potential participation at our live events with flexible schedule. Work directly with lead fashion illustrator and executive team to meet and exceed sketch quotas and projects. Must have digital sketching experience. 2+ year(s) of experience in hand sketching or fashion illustration. Passion for fashion, as well as knowledge of the fashion industry. Technology and mobile/ wearable app enthusiast with a passion for the space. Pro-active self-starter who can operate both individually and as part of a team. Ability to work well under pressure with tight deadlines. Friendly personality. The ability to learn and apply new concepts quickly. We prefer candidates who own an iPad Pro and Apple Pencil or Samsung Galaxy Tablet and S Pen. Illustrator should be self-motivated and personable with good communication skills. Experience with quick 5-minute fashion sketches. Strong artistic talent is a must. Potential to sketch at live fashion events in NYC and travel opportunities. Must have an eye for fashion illustration and a desire to learn and grow in this field. Submissions without portfolios will not be considered.

Go to: <https://www.indeed.com/viewjob?jk=f0435acfe7dd39d5>

PHOTO EDIT/GRAPHIC DESIGN/CONTENTS CREATION INTERN

iron-e - Los Angeles. Unpaid 3 month internship with room to grow and a possibility of employment after internship period. Passionate about fashion and has a background in graphic design or is a graphic design student. This is a great opportunity to learn hands-on from a brand with a large and growing following. Creating banners and content for social media. Upload products. Help make design choices for our website - Weekly market research. Photoshop/photo editing - Video editing/video content creation - UI/UX // CSS / HTML skills is a plus.

Submit your portfolio and resume. Go to:

<https://www.indeed.com/viewjob?jk=c2723400de91a991>

EQUIPMENT TECHNICAL ASSISTANT

New York Film Academy - Los Angeles. Assist instructors and students in classes and class shoots (either offsite or on campus) with film gear that could include: cameras (digital/film) sound, and grip. Provide tech support and industry knowledge to students and staff. To be able to drive up to 16 foot vehicles and properly pack and secure equipment. Oversee students and ensure their safety as well as the equipment. Crew on in class student shoots. Responsible for collecting media and drop off to appropriate departments. Be able to set up and breakdown during events, as well as filming. To be able to transport students and staff in passenger vans. Support Facilities as well as other departments if needed. Certification and/or related degree in filmmaking. Great customer service. Ability to stay current in the film industry. A valid driver's license. Ability to use and maintain equipment including, but not limited to: Grip and Electric equipment. Sound equipment for on set and field mixing. Digital Cameras Cinema and DSLRS, Film - 16mm and 35mm cameras. Ability to lift 50-100 lbs., reach overhead and climb ladders.

***This job REQUIRES some proficiency of camera (DSLR, RED, Film, OR Sound) **Go to:**
<https://www.paycomonline.net/v4/ats/web.php/jobs/ViewJobDetails?job=828&clientkey=742F9A03129057C86AF9C8D229C5EE14>