

### GRAPHIC DESIGNER

Chicology Inc. – Industry. F/T. \$15/hr. Please note your available start date. Responsible for creating stylish and accurate visual assets to assist with marketing and sales, such as below: Product images. Digital marketing and advertising. Web properties, such as our own website and social media. It will be important for this candidate to develop industry and product knowledge to create more effective content. Expertise on Photoshop and other adobe suite. Prior experience in product photography is a plus. Ability to lead content creation, not just take directions.

**Go to: <https://www.indeed.com/viewjob?jk=4a74f471f8e724e6>**

### ASSISTANT DESIGNER

REVOLVEclothing - Cerritos. Send and receive sample shipments and check-in to system daily. Maintain and organize all sample racks and label samples accordingly. Create and maintain monthly lineguides. Set up swatch and print packages. Create CADs / Tech Packs / maintain BOMS. Exceptional communication and organizational skills. Positive and dependable attitude. Enthusiastic and willing to learn. Able to adapt to a fast-paced, ever-changing environment. Effective time management and ability to stay organized. Intermediate knowledge of Adobe Photoshop and Illustrator. Advanced visual and written communication skills. Some knowledge of fabrics across categories. Previous work or internship experience in related field.

**Go to:**

**<https://chj.tbe.taleo.net/chj05/ats/careers/requisition.jsp?org=REVOLVECLOTHING&cw s=1&rid=698>**

### ENTRY LEVEL GRAPHIC DESIGNER (Remote Job)

Dream In A Bottle productions - Los Angeles. This position is remote. Internship. No current pay; it is my hope that we could all help each other by combining skills and submitting our work to Film/Animation festivals. I am near the end of my graduate studies and obtaining my MA in Film and Electronic Media. I am looking for graphic designers and artists of all levels to join the team and collaborate with me on several projects. As one of the graphic designers, your main role would be to help visualize and draw the main characters, which could then be passed to the animators, and also help with promotion art. Down the line at the end of the project I may be in a better position to do commission pay, but again ultimately I want the reward to be forming a team and launching our careers. Well versed in graphic design, and love to network/work well with others. It is a strong bonus if you are interested in Anime and Science Fantasy. Bachelor's degree in Graphic Design/Electronic Art/Visual Arts or equivalent experience. Some knowledge of Adobe Creative Suite (Primarily Illustrator and Photoshop). Highly creative with a big imagination as the characters are not human. Great problem solving skills for both artistic and technical needs. Strong organizational skills. Positive team-oriented attitude. Produce high quality art in a reasonable time as we will be on an episodic television or movie schedule. Collaborate with other graphic artists and animators. Communicate effectively with production team. Resume and a link to previous work or your portfolio/website preferred. (If you have no previous work and are looking to get a start we can talk.)

**Go to: <https://www.indeed.com/viewjob?jk=5135ea66d5cc117b>**

### 3D GENERALIST

Chariotdrive - Los Angeles. Temporary, Contract Project hours and requirements will be made on a weekly basis as the project requires (30-40 hours a week possibly until the end of June). \$800 to \$1,000/week. Help support a fun 3D/AR project. Work with an inspiring and nurturing team on a great project. Great opportunity for a recent graduate eager to explore their creativity while working on new technologies. 3D modeling, UV texturing, Animation. Maya, Photoshop, After Effects.

**Go to: <https://www.indeed.com/viewjob?jk=9a761b23d6a7d9e7>**

### PRODUCTION TECH PACK WRITER

Topson Downs Of California - Culver City [www.topsondowns.com](http://www.topsondowns.com) F/T Knowledge of various garment constructions and production friendly techniques. Knowledge of fabrics and special handling. Able to follow client specifications, details, manuals, and protocols. Create proportional technical sketches in Adobe Illustrator CC. Apply floor ready requirements. Outstanding follow-up skills required. Outstanding communication across company and with our overseas factories. Fast paced high volume output needed. Assist the tech team as needed. Three years of related experience. Knowledge of patterns and the fit process. General industry knowledge from concept to floor. Knowledge and experience with the Bill of Materials. Knowledge of all types of garment components and their usages and applications in production.

**Go to: <https://www.indeed.com/viewjob?jk=1c143178ef5c2f16>**

### VANS APPAREL AND ACCESSORIES DESIGN INTERN

VF Corporation – Cypress. P/T Create and develop apparel and accessories concept drawings, renderings and prototypes based on product design briefs. Communicate designs through hand sketches/renderings, computer drawings/renderings, computer technical drawings. Analyze feedback from design, merchandising, sales and marketing to ensure designs meet the requirements of the consumer and the brand. Work with the development department to maintain a practical concern for technical processes and manufacturing requirements. Currently enrolled in an accredited education institution within an Industrial Design or Product Design discipline. A strong participation level and/or interest in various action sports (Skateboarding, Mountain Biking, Snowboarding, or Wakeboarding) is thus considered a plus. Proficiency with Adobe Photoshop and Illustrator. Excellent sketching, design and problem solving skills. A strong aesthetic and fashion sense. Interpersonal and communication skills. Responsible for working within a team environment. Ability to manage multiple projects during the product creation cycle. Strong organizational skills.

**Go to: [https://vfc.wd5.myworkdayjobs.com/en-US/vfc\\_careers/job/USCA--USA--California--Cypress-Katella-Ave-HQ---VAN/Vans-Apparel-and-Accessories-Design-Intern\\_R-20180212-0108](https://vfc.wd5.myworkdayjobs.com/en-US/vfc_careers/job/USCA--USA--California--Cypress-Katella-Ave-HQ---VAN/Vans-Apparel-and-Accessories-Design-Intern_R-20180212-0108)**

### SAMPLE MAKER

WinWin Apparel - Los Angeles.

**Apply at 807 E 12th St, Ste. #146, Los Angeles.**