

STYLIST - HauteLook - 165768

Benefits. Assist photographer and model in any way possible to allow each photo shoot to efficiently progress. Ensure photo shoot follows style guide. Caring for all samples and notifying supervisor when merchandise is damaged or flawed. Accessorize the model in an appropriate and on trend manner. Prepare clothing by pairing, steaming, tagging, and fitting the garments to the model and alerting the photographer and the person retouching the photos of any defects on the clothing. Prepare accessories (handbags, jewelry and shoes) according to photo styling guidelines. Familiarity with table top styling including children's clothing, sunglasses, shoes, handbags, jewelry, beauty, watches. Check samples in and out before and after photo shoots. Researching collection/brands that will be shot to ensure styling is aligned with the brand's and HauteLook aesthetic. May require traveling to off-site locations in Los Angeles and lifting up to 20 lbs. High school diploma and (minimum) two-year college degree. Three years of working experience, background in fashion/photography is preferred. Work in a productive and effective manner in order to keep up with the launch of four to five sales daily. Team player and work well with others, as many times two Stylist are working on one shoot. Extremely creative in order to make each item appealing to consumers, no matter if the item is from a current or past season. Trend savvy in order to style the merchandise in a competitive manner. Interest in/familiarity with fashion. Organized and dependable, and effectively use "down-time." Strong computer skills.

Nordstrom - Culver City

<https://nordstrom.taleo.net/careersection/2/jobdetail.ftl?job=358103>

CREW- PRODUCTION & POST

Unpaid. Copy-Credit-Meals-Expenses. Untold Mysteries (The fate of our life can be rewritten) Genre: Fantasy/Mystery/Romance/Thriller. Feature Film (Student-Micro-Budget.) Production Period: *starts September 09th-2014*. Duration: 17 Days-Production 27 Days-PP. The story about the mysterious life experiences of a socially responsible filmmaker, on her breathtaking attempt to widespread the goodwill and optimism through cinema. Seeking aspiring students. Crew: Technicians from all major departments (AD, DP, Composer, Sound Mixer & Boom Operator, GRAPHICS DESIGNER, Colorist, Production Manager, PA's, Production/Set Designer, COSTUME DESIGNER/Supervisor, MAKE-UP ARTIST/HAIRSTYLIST)

Apply to Arun at MARS 247 Entertainment - Los Angeles

www.mandy.com/1/jobs3.cfm?v=60952430

DESIGN ASSISTANT

www.districtcollection.com Directly assist the designer. Work in the design office assisting in a variety of tasks. Pattern design, style decisions, trim sourcing, meeting with factory, sketching new ideas, creating trend reports, social media, assisting in all aspects of production and manufacturing and creating a sample line. Work well in a fast pace environment. Self-starter, take initiative. Passion for fashion, creative, high energy. Background or experience in fashion design. Proficient with CAD and/or pattern making a bonus. Desire to learn all aspects of production and manufacturing.

Contact Brooke Goldman at District - Los Angeles

www.barefootstudent.com/los_angeles/jobs/internship/design_assistant_197688

FLASH UI ARTIST - #LI-AW1, #CB-AW1

Temporary, through our staffing partner Yoh Services. Execute concept art into flash based assets for the following user interface components: Front End menus and screens; In game HUD (heads up display) elements; Various graphic images for mapping and compositing; Other design elements used in game and during cinematics, etc. Work directly with designers to solve layout and usability issues and with engineering to solve interface technical and implementation issues, and adheres to their technical guidelines. May need to collaborate with the Art and Creative Directors to develop a visual style and language that enhances the gameplay and user experience.

May need to assist with other art assets as needed, like 2D textures, marketing materials, etc. Independently undertake research and information gathering prior to the commencement of a new task to ensure game design needs, reference materials, artistic direction, and technological considerations are effectively managed to meet defined goals. Actively advance skill set, and abilities, keep aware of industry trends and techniques, evaluate competitive products, learn new software packages and traditional art methods. Collaborate with the Production group to manage responsibilities and ensure set goals will be met from a scope, schedule, technical and artistic perspective. Portfolio demonstrating hands-on graphic and visual design work from shipped console games, websites or other interactive software, created using Flash and other design and UI tools. Experience with Scaleform. Advanced working knowledge of Photoshop, Illustrator and Flash. Demonstrated interface animation skills using Flash, After Effects, Max, or Maya. Demonstrated familiarity with interface styles and designs in current generation console games, DVD interfaces, websites, and web based Flash content. Basic understanding of Flash Action Script. Some modeling and texturing skills using 3ds Max, or Maya is a plus. Good reading and comprehension skills to have complete understanding of complex process documents, design documents, and written assignments. Communicate effectively with individual team members and within group settings. Good writing skills to write short reports and process documents when needed. Good time management skills, with the ability to break down tasks and assignments and prioritize them into workable pieces on a daily, weekly, and project length basis. Able to manage long-term projects, creating and following a comprehensive schedule for the creation of complex assets such as game HUD's and the Front End. Complete tasks and assignments quickly with limited need for iterative rework. Good data management skills, with the ability to manage and track large amounts of data as they go through the UI pipeline, with attention to naming conventions, directory structures, and other processes. Two years of experience in a production environment, be it games, film, web design or television. One year of post-high school education, training, or equivalent.

Sony Computer Entertainment of America Inc. - Los Angeles

<https://playstation.taleo.net/careersection/sceaexternal1/jobdetail.ftl?job=03765>

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