

### GALLERY INTERN

Contemporary art gallery located in The American Cement Building overlooking MacArthur Park. Passionate about art and art history. Owner will mentor intern and invest in his or her development. Learn the business by assisting with gallery exhibitions and events from start to finish. This position is a great way for someone serious about the industry to get started in the contemporary art world. Greet gallery visitors. Follow proper opening/closing procedures.

Upkeep of gallery space. Answer incoming phone calls and general inquiry emails. Assist in research, communication and coordination of installations. Assist with and attend gallery events and receptions. Studio Arts, Art History Majors. Excellent written and verbal communication.

Multi-tasking and coordination experience. Passion for art; actively involved in the art community. Attention to details while maintaining perspective. Working knowledge of Adobe CC, basic HTML, MS Office Suite. Gallery Hours: Monday - Friday, 11am - 5pm.

**ASHES/ASHES - Los Angeles**

**[www.indeed.com/viewjob?jk=d0c2f95395e76016](http://www.indeed.com/viewjob?jk=d0c2f95395e76016)**

### ASSISTANT DENIM DESIGNER

Develop complete design tech packs with detailed specifications, fabrications, and technical drawings. Compile information on all garment components: fabric, fit, construction, stitch and trims. Gather and compile garment measurements, construction details, and trim/fabric information needed for package development to hand off to Production team. Track development samples on Excel to ensure samples are received on time. Organize and maintain fabric, trim, and proto samples. Actively participate and take detailed notes in meetings. Revise sketches and design packages as requested by members of the Design Team. Spec proto samples to ensure they are up to measurement, pattern, color, and quality standards. Assist Design Team by pulling fabrics, trims, buttons, lace, and other embellishments. High school diploma; Associates or Bachelor's degree in fashion preferred. Strong understanding of garment construction and fabric types. Basic knowledge of Microsoft Word/Excel and working knowledge of Adobe Illustrator CC. Willing to work in a fast-paced fashion environment and meet deadlines.

**Phoenix Textile – Gardena**

**[www.indeed.com/viewjob?jk=5ceb08b9e8a732ef](http://www.indeed.com/viewjob?jk=5ceb08b9e8a732ef)**

### WEB AND GRAPHIC DESIGNER

F/T, M-F. \$70K, bonuses and benefits. Develop high quality visual design through knowledge and application of graphics, layout, and typography concepts. Maintain active websites. Design Web interfaces and page layouts. Email campaign designs. Banner Ad designs. Experience managing multiple projects, and thriving in fast-paced, startup environments. Ability to rapidly visualize/prototype concepts. Superior design skills and a keen understanding of user behavior as it relates to design. Experience in PowerPoint, WordPress, Photoshop, and HTML. Well-developed written, verbal and presentation skills. Self-motivated, accountable and able to take ownership of projects. Basic knowledge of Cross-Browser Testing, and Responsive Web Design is a plus. Possess an online portfolio with a range of samples work.

**Hawk Group Media - Los Angeles**

**[www.indeed.com/viewjob?jk=2dc24b6fec8e8383](http://www.indeed.com/viewjob?jk=2dc24b6fec8e8383)**

ASSOCIATE ARTIST; WB Games Inc., WBG NR Mobile Are - Req#143632BR  
NetherRealm Studios. Deliver Character and World Art assets for the Mobile Art Team. Work with the Mobile Team's Senior Artists, Art Leads and Art Director to ensure the highest quality for all in-game assets. Use industry standard 3D packages as well as proprietary Team tools. Create art assets for their assigned development project. Participate in departmental meetings to share personal ideas for workflow efficiency. Two-year 2D/3D art degree or equivalent. Good artistic skills. Working knowledge of 2D/3D art production for Mobile Gaming. Proficiency with Unreal 3 Engine (UDK). Proficiency in Maya. Proficiency in high to low resolution game asset production. Experience with baking textures with xNormal or Maya. Proficiency with game texture painting in Photoshop. Strong knowledge of Normal Maps, manual painting of bake errors, addition of grime and detail layers. Character rigging and weighting experience is a plus. High polygon sculpting experience in ZBrush or Mudbox is a plus. Strong interest in Mobile Game Development. Excellent communication, interpersonal, and organizational skills. Self-motivated. Ability to work well under pressure and deadlines.

**Apply online to Warner Bros.  
WWW.WARNERBROSCAREERS.COM**

#### PRODUCTION ARTIST

Highly motivated and experienced, professional and talented. Three years Graphic arts experience. Help with designing new art creating layouts for our customers. Create and designs graphic images used on apparel. Knowledge of Screen Printing and heat transfers a plus. Create layouts for all customers and new artwork weekly. Manage the company's artwork library. Great eye for design. Knowledge of vector logos, including experience in Adobe Illustrator and Photoshop. Able to airbrush designs. Support team in completing daily projects, updates and revisions. Organized and pay great attention to detail. Strong work ethic. Problem Solver. Able to create and understand customers and their capabilities, capacity and performance, in order to make appropriate creation of designs. Able to work independently. Overall responsibility of the division, planning, execution and monitoring, overall coordination, and evaluation of personnel.

Self-starter. Motivated and self-directed sales professional that can operate within proper guidelines, exceptional communication skills written and verbal, presentation, negotiation and management skills, strong business work ethic, positive attitude and professional demeanor.

**Email your resume and salary requirements and 1 image as a sample of your work to  
Universal Impressions - Commerce  
[www.indeed.com/viewjob?jk=ec772cfbbdb5db66](http://www.indeed.com/viewjob?jk=ec772cfbbdb5db66)**

#### FASHION EDITORIAL INTERNSHIP

P/T, 10 – 20 hrs./wk. for at least four months. Unpaid. Assist in fashion research and fashion writing. Will be heavily involved in all aspects of fashion culture including fashion news, celebrity fashion looks, and fashion deals. Pursuing a degree in marketing, public relations, or a related field. Excellent communication and organizational skills. Able to work independently and in teams, follow through. Internet knowledge and experience. Interest and knowledge of the fashion industry. Fearless attitude towards technology and a willingness to learn.

**Posh Point - Los Angeles  
[www.indeed.com/viewjob?jk=6ddafd3a427c40b5](http://www.indeed.com/viewjob?jk=6ddafd3a427c40b5)**