

**SATURDAY, MARCH 13**

# **CAREER INSIGHT** 2021

## **A VIRTUAL NETWORKING FAIR**

**Don't miss this opportunity to expand your network, investigate career paths, gain industry insights, and request a website/portfolio review or join a conversation in progress.**

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### **SCHEDULE**

**11:45 AM – 12:00 PM**

Login & Setup

<https://live.remco.co/e/career-insight-2021>

**12:00 PM – 1:00 PM**

Keynote Speaker, [Emily Miethner](#), CEO/Founder of [FindSpark](#)

"Building Relationships & Your Brand in a Digital World"

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**1:00 PM – 4:00 PM**

Over 30 INSIGHT TABLES hosted by professionals available to meet you today!

Networking Table hosts and descriptions

[Page 5-12](#)

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**Register here: [STUDENT REGISTRATION FORM](#)**

Here are a few pointers for the event so you make a great first impression:

- Dress and conduct yourself professionally
- Check out our [tutorial](#) on Remo Conference- the platform for Career Insight 2021- if you haven't already.
- Remo will allow you to share your portfolio, just like on Zoom, if you would like to share your work
- Prepare some questions ahead of time. Questions can be anything you're curious about, but here are some conversation starters:
  - What was the process you used to find your first job out of college?
  - What is it like to work at your company?
  - What was the interview process like at your company?
  - Is your company hiring or do you have connections at companies that are?
  - How would you describe a typical day at your company?
- Ask for contact information or a business card so you can say "thank you for your time" after the event
- Look for the people you meet at Career Insight on LinkedIn and connect there, too!

**PORTFOLIO  
REVIEWS**

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**NETWORKING  
OPPORTUNITIES**

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**KEYNOTE  
SPEAKER**

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# KEYNOTE SPEAKER



Emily Miethner is passionate about empowering people to achieve their goals, which she does as the Founder and CEO of FindSpark, MCG Social, an adjunct professor, and an award-winning professional speaker.

Through FindSpark, a community dedicated to setting up young pros for career success, Miethner has produced more than 250 educational career programs and campaigns. She has cultivated an active digital and in-person community of over 30,000 students and young professionals and top employers including NBCUniversal, Yelp, L'Oreal, Grey, Bustle, and IPG Mediabrands — inspiring career optimism in diverse young professionals around the world with actionable, career-changing tips and resources.

MCG Social, the consulting branch of FindSpark, provides community management, event production, and millennial expertise to agencies and brands. Their clients include Elizabeth Arden, Trojan, NBCUniversal, IFC, and FirstMark Capital.

Emily can be found at events, conferences, and universities, leading talks and workshops about personal branding, internships, social media, and networking. She's been a featured speaker at The International Youth Leaders Assembly at The United Nations, SXSW Interactive, Lean In NYC, Internet Week, Time Inc, Columbia University, Princeton University, and New York University, among others. A sought-out millennial expert and thought leader, Miethner has been featured in The New York Times, VICE, Fast Company, Wall Street Journal, SELF Magazine, GLAMOUR, and on Good Morning America.

An Adjunct Professor since 2014, Emily teaches career and social media skills to a range of students at School of Visual Arts and Fashion Institute of Technology and has her certificate in Diversity & Inclusion from Cornell University.

Emily is also a Board Member of Techies Give Back and a member of the Hofstra University Women in Leadership Alumni Association.

## **Emily's Workshop**

### Building Relationships & Your Brand in a Digital World

Building new professional relationships and your career in a purely digital environment can create challenges, but also opportunities. First impressions are still important, even though they no longer start with a handshake.

Emily's success with virtual networking and event strategies will inspire you to create a memorable brand to stand out online and maintain your connections in an era that is more digital than ever before.



# NETWORKING OPPORTUNITIES

*\*Denotes Ringling Grad\**

<u>Table Host</u>	<u>Company/Industry</u>	<u>Title or Bio</u>	<u>Specialty</u>
<b>Chris Mayne</b> Freelance Animator	Animation <a href="https://vimeo.com/456037849">https://vimeo.com/456037849</a>	<a href="http://www.linkedin.com/in/chrimayneanimation">http://www.linkedin.com/in/chrimayneanimation</a>	Animation- mainly character working on commercials
<b>*Russel Mank*</b> Art Director	Arc Worldwide/Advertising <a href="http://www.Rmank.com">www.Rmank.com</a>	Develop In-Store displays and shopper marketing for brands such as Miller Lite, Keystone Light, Miller High Life, and Vizzy Hard Seltzer. Previous experience with P&G and McDonalds	Design, Art Direction, Motion, Animation
<b>Tim Coman</b> Art Director	Big Huge Games <a href="http://www.bighugegames.com">www.bighugegames.com</a>	I've worked as an Art Director in the game industry for many years. Titles I've worked on span the gamut, and include AAA next gen consoles and mobile development. Our most recent mobile title DomiNations has over 40 Million downloads and is still going strong.	We generally hire people interested in pursuing game related work. We also hire/freelance Illustration, 3D Art, Rigging, Animation, and Motion Graphic work for marketing efforts.
<b>Cat Gulácsy</b> Senior Talent Acquisition Specialist	Calling All Talent LLC	<a href="https://www.linkedin.com/in/cgulácsy">https://www.linkedin.com/in/cgulácsy</a> Cat Gulácsy is a Senior Talent Acquisition Specialist focusing on Post-Production, Interactive and Design. Through her company, Calling All Talent, Cat draws upon her exciting 10+ year career in talent acquisition to advise,	Post-production, Interactive and Design

		<p>source and consult for many internationally recognized studios.</p> <p>Cat believes in working in tandem with clients and talent to find the best fit for unique needs, culture and vision. She is able to draw on a deep understanding of specialized technical, design and production roles, and a broad network of talent.</p> <p>Cat is also a passionate advocate for inclusion, education and mentorship. She is an adjunct professor at the School of Visual Arts, where she teaches the Business of Being an Artist. She also teaches Digital Animation &amp; VFX Portfolio Development at Brooklyn College.</p> <p>Cat serves as the Co-Chair of the New York Chapter of ACCESS:VFX, a cross-company initiative to promote diversity and inclusion in the VFX industry, and she is the Industry Outreach Advisor for The Animation Project, Inc., a program to increase access to design education and promote new talent in animation.</p>	
<p><b>Yoleidy Rosario</b> Associate Dean of Students and Director of the Center for Diversity and Inclusion</p>	<p>Center for Diversity and Inclusion at Ringling College of Art and Design <a href="https://www.ringling.edu/center-for-diversity-and-inclusion/">https://www.ringling.edu/center-for-diversity-and-inclusion/</a></p>	<p>Yoleidy Rosario-Hernandez is an Afro-Dominican &amp; Tainx trans educator and artist. Ze holds a Bachelor of Arts in Theater from Dickinson College and a Masters of Arts in Higher Education with a concentration in Student Affairs and Multicultural Education from Messiah College. Throughout ze's career, which includes leadership positions such as inaugural Associate Dean of Students and Director of the Center for Diversity and Inclusion at Ringling College of Art and Design, Director of the</p>	<p>Diversity, Equity, and Inclusion</p>

		<p>Women's and Gender Resource Center and Survivor Advocacy at University of Arizona, and Director of the LGBTQ and Intercultural Resource Center at Rutgers University Newark, ze has created, implemented and facilitated intercultural and intersectional programs, trainings and workshops that address important social justice issues through the interdisciplinary investigation of indigenous and diasporic cultures, histories, narratives, peoples, geographies, identities, arts and restorative justice.</p>	
<p><b>*Matt Boswell*</b> Principal, Executive Creative Director</p>	<p>ChappellRoberts-Branding &amp; Adv. <a href="https://Chappelroberts.com">https://Chappelroberts.com</a></p>	<p>Matt is a vision-driven thinker who is known for shaking people from their comfort zone. A sought-after creative leader, his portfolio is stacked with 15+ years of nationally recognized work for a diverse range of notable clients in retail and tourism, like Bealls, VISIT FLORIDA, Audio-Technica, and PetSmart, all the way to clients in healthcare and financial industries, like 3M, Ameriprise Financial, Mayo Clinic, and Medtronic.</p> <p>Under Matt’s direction, ChappellRoberts integrates progressive methods of collaboration that inspire great creativity within our team and deliver game-changing results for our clients. If Matt were the prideful type, he’d pride himself on growing company cultures that drive creativity and influential experiences for customers. His expertise in executing strong, holistic brand strategy for well-known brands translate into award-winning creative in branding, advertising, and digital with passion for execution across all mediums. Matt received his BFA from the Ringling College of Art and Design.</p>	<p>Branding, Advertising, Design, Video, Digital</p>

<p><b>*Misty Bell Stiers*</b> Vice President, Digital Design</p>	<p>CitiBank/Inclusive Design</p>	<p>Portfolio: <a href="https://www.mistystiers.com/">https://www.mistystiers.com/</a> Author: <a href="https://www.mistybellstiers.com/">https://www.mistybellstiers.com/</a> Misty Bell Stiers is an executive creative director and inclusion advocate. She has been active with multiple organizations for businesswomen including The 3% Movement and The Wing, and served on the jury for numerous global design award shows. She founded “BelongHere” at IsobarUS, a consciously intersectional diversity, equity, and inclusion program focused on creating lasting systemic change. She is now the VP, Digital Design at CitiBank leading their inclusive design efforts. She has a BFA from Ringling College of Art and Design and an MPS from Pratt Institute. Misty lives in New York City with her husband and two children.</p>	<p>Advertising and Marketing, Digital Design, Inclusive Design, Product Design, Creative Management, Graphic Design, Illustration, Writing, Agency work, In-house work</p>
<p><b>*Matt Sullivan*</b> Previz Layout Artist</p>	<p>Dreamworks Animation</p>	<p>Personal Site: <a href="http://www.sullivananimation.com">www.sullivananimation.com</a> Previz Layout Artist with experience working in both animation and vfx on titles including Star Wars The Mandalorian, Frozen, Avatar 2, Spiderman Far From Home and more.</p>	<p>Photography, Videography, Animation, VFX</p>
<p><b>Esteban Valez</b> Owner</p>	<p>Echo Bridge Pictures LLC <a href="http://www.echo-bridge.com">www.echo-bridge.com</a></p>	<p>Esteban Valdez is an award-winning Animation Producer, Director and Writer, and the Founder of the “...the best kept-secret in the world of animation," (AWN) studio, Echo Bridge. And much more: <a href="https://www.linkedin.com/in/estvdz/">https://www.linkedin.com/in/estvdz/</a></p>	<p>Producing, Directing, 2-D Animation, Traditional Animation, Concept Art, Storyboarding, Business</p>
<p><b>*Meike Groh*</b> Head of Development</p>	<p>Echo Bridge Pictures LLC <a href="http://www.echo-bridge.com">www.echo-bridge.com</a></p>	<p>Meike Groh is an award winning producer, who works at Echo Bridge since 2015, currently the Head of Development. Has coordinated and overseen various productions. A Ringling College of Art &amp; Design Alumni,</p>	<p>Storyboarding, Producing, Development</p>



		Meike brings her animation expertise to the production and development in her work.	
<b>*Matt Oztalay*</b> Technical Artist Developer Relations	Epic Games	Matt has worked in the games industry since graduating from Ringling in 2011. He has contributed to the Halo and Call of Duty franchises, as well as worked on Darksiders II and Crackdown 3. Now at Epic Games, he supports developers across the globe who use the Unreal Engine.	I'm a bit of a nerd about the application and interview process.  I specialize in content creation for real-time applications, including games, VR, and now even automotive and interior design.
<b>*John P. Fleenor*</b> Photographer	Film Industry/ Photography	Professional Unit Stills Photographer/Editorial Photographer.	Film Production (Camera, Lighting, Grip, Photography) / Photography
<b>*Keith Nielsen*</b> Costume Designer	Freelance Costumes for Film, TV & Theater	Personal Site: <a href="http://www.KeithCostumes.com">www.KeithCostumes.com</a> Costume Designer with a professional approach supported by in depth research and development I create a concise and visual fantasy that conveys story and helps transcend audiences.	Costume Design, Film, Theatre, Management (financial and personnel), Department Management/Leadership, Budget Management
<b>Kristina Keogh</b> Fullbright Program Advisor/ Director of Library Services	Fullbright U.S. Student Program <a href="https://us.fulbrightonline.org/">https://us.fulbrightonline.org/</a> / Ringling College of Art and Design	Responsible for outreach, recruitment, and mentoring students interested in the Fulbright U.S. Student Program who are applying through Ringling College.	Fulbright U.S. Student Program, including the Study/Research Award, the English Teaching Assistantship, and

			other specialized awards.
<b>*Thomas Ramey*</b> Product Designer	Funko Games, Board Game Industry	Personal Site: <a href="http://www.tramey.com">www.tramey.com</a> Product/Graphic Designer	Branding, logos, typography, font creation, system design, editorial design, layout, board game design, concepting
<b>*Miguel Elasmr*</b> Product Designer	Huddle Health / DrFirst <a href="http://www.drfirst.com">www.drfirst.com</a>		UX, UI, Branding, concept design.
<b>*Nancy Nystrom*</b> Senior Art Director	Huge	Personal Site: <a href="http://www.nancynystrom.com">www.nancynystrom.com</a> '15 GIC Alumni in NYC working in advertising. MRY, R/GA, Momentum, DDB, Edelman, but currently HUGE.	Advertising, Networking Remotely
<b>Roger Young Jr.</b> Senior Motion Designer	Huge	Personal Site: <a href="http://www.rogerjr.net">www.rogerjr.net</a> I'm a creative based out of Brooklyn, NY with a primary focus on Motion Design. By nature of my field, I also dabble in Video Editing, Graphic Design, & Illustration.	Motion Design, Illustration, Graphic Design, Video Editing, Creative Direction, Art Direction
<b>*Teju Abiola*</b> Illustrator	Illustration	<a href="http://www.instagram.com/tejuabiolaart">www.instagram.com/tejuabiolaart</a> Teju is an illustrator at Hallmark Cards by day, and a painter all the time. She focuses on portraiture in her personal work, and specializes in watercolor and gouache painting.	Painting, illustrating for product, illustration.
<b>*Elizabeth Sweat*</b> Experience Lead	Kids2/ Infant & Toy Products	E has lead experience & retail design at Kids2 for five years, art directing for household brands such as Baby Einstein and Bright Starts.	Toy industry, experiential design (such as tradeshow, wayfinding, showrooms), retail & visual merchandising,

			corporate design, project & process management
<b>*Erica Beall Lynch*</b> Senior Artist	Kohl's Coporate <a href="http://www.kohls.com/jumpingbeans">www.kohls.com/jumpingbeans</a>	Senior Artist working for Kohl's Corporate creating and designing graphic art and textiles for the Kids brand Jumping Beans.	Corporate Life/Career Pathing. MBA/Graduate School while working. Children's Apparel/Apparel. Textiles/Prints for Apparel
<b>*Lars-Erik Robinson*</b> Owner/ Illustrator	Larser Arts <a href="http://www.larserarts.com">www.larserarts.com</a>	Illustrator., live and Studio Caricaturist, muralist, teacher, and entertainment provider	Illustration
<b>Alberto M. Scirocco</b> President/ Creative Director	leftchannel	Email: <a href="mailto:alberto@leftchannel.com">alberto@leftchannel.com</a> "We are celebrated for iconic work across platforms, specializing in pioneering content that inspires. We are a group of artists who think in motion shaping big ideas to make them shine...anything that moves in your business is our business. Our clients work directly with Senior Creative Directors and designers - minimizing handoffs and maximizing results. From animation to CG to live action, our approach remains the same: unforgettable storytelling, breathtaking design."	Motion Graphics, Illustration, 3D animation
<b>*Lauren Renfrow*</b> Art Director	Mad Dog Mail <a href="http://www.maddogmail.com">www.maddogmail.com</a>	Graphic and interactive designer.	Graphic design, logos, typography, color theory
<b>Danny Robashkin</b> Creative Director	Make <a href="http://www.makevisual.com">www.makevisual.com</a>	Creative Director/Owner of MAKE	I interact with everyone from

			designers to animators to VFX and live action direction. I can speak to anyone.
<b>*William 'Michael' Noland*</b> Manager, Merchandise Development	Merchandise Development  <a href="http://www.pokemoncenter.com">www.pokemoncenter.com</a>	I've been working in the 3D collectible figure field for 15 years and have worked with various artists, brand and my own designs for production for each of the companies I have worked with.	Illustration, product design and 3D sculpt direction
<b>William Rossiter</b> Art Director	SLICE  <a href="https://slicecreates.com">https://slicecreates.com</a>	An idea-centric production & post production studio.	Video Production, Motion Graphics, Editing, Production, 3D Animation, Advertising
<b>Robin Steintal</b> Director of Talent Acquisition	the community  <a href="http://www.thecommunityagency.com">www.thecommunityagency.com</a>	Director of Talent Acquisition for Award Winning Creative Advertising Agency.	Design, Art Direction and Copywriting
<b>*Colt Sammons*</b> Show Set Designer	Themed Entertainment Design (former Universal Creative)	Personal Site: <a href="http://www.coltsammons.com">www.coltsammons.com</a> Colt Sammons is a Show Set Designer in Orlando, Florida. He creates attractions for the themed entertainment industry, such as; immersive rides, queues, dining, and shopping experiences.  At Universal Creative, Colt's work focused on projects such as Race Through New York Starring Jimmy Fallon and The Incredible Hulk Coaster refurbishment and bringing the digital world to life with Nintendo's intellectual properties. Colt develops attractions from blue sky to construction	Freelancing in Themed Entertainment, Interior design and facility integrations with show set design

		<p>and specializes in show set, cutting-edge technology, and facility integrations.</p> <p>As a member of the Themed Entertainment Association since 2010, Colt served on the Board of Directors as NexGen Associate Representative in 2014. He was also involved with Slice Creative Network and is an active member on the Design Committee with the newest Orlando Main Street- Curry Ford West.</p>	
<p><b>*Karen Segars*</b> Art Director</p>	<p>Video Game Industry <a href="https://www.arkane-studios.com/en/austin">https://www.arkane-studios.com/en/austin</a></p>	<p>Karen Segars is the Art Director at Arkane’s Austin Studio. She graduated from Ringling College of Art and Design in 2002 with a B.F.A in Computer Animation and a minor in Photography. In 2003, she moved to Austin and started her career as an environment artist and has worked on various games over the past 14 years including Metroid Prime 3 (Retro Studios/Nintendo), Blacksite: Area 51 (Midway Studios), and DC Universe (Sony Online Entertainment). She joined Arkane in 2015 and was the Lead Level Architect helping to create the vast levels of the Talos Space station in Prey as well as the Moon base for the DLC MoonCrash. She is now the Art Director for their latest project.</p>	<p>3d modeling, lighting, composition, world building, visual storytelling</p>
<p><b>*Steven Walker*</b> Art Director</p>	<p>Wacky World Studios, A Playcore Company <a href="http://www.wackyworldstudios.com">www.wackyworldstudios.com</a></p>	<p>A central Florida native, Steven Walker has been working in the art field for over 15 years. Steven began his art career teaching drawing classes at the Walt Disney World Resort theme parks from the age of 16, where he trained Disney Artists how to draw in the Disney style. After 11 years with Disney, Steven came to Wacky World Studios in 2012 and moved into the role of Art Director in 2018. In his career, Steven has worked on animated feature films</p>	<p>Themed Entertainment, Digital Art/Illustration, Animation</p>

and collaborated with several teams of experienced artists. Steven is an alumnus of Ringling College of Art and Design, where he received a Bachelor of Fine Arts degree with a specialty in Computer Animation. In his spare time, he enjoys volunteering for his favorite charity, Moose International, playing trivia & board games, and spending time with his family.



Thank You for Joining Us  
Center for Career Services  
Ringling College of Art and Design  
2700 N. Tamiami Trail  
Sarasota, FL 34234  
941-359-7502