CAREER SUCCESS AT OTIS COLLEGE OF ART AND DESIGN

EMPLOYMENT RATE, CLASS OF 2020

86% of recent graduates are employed or in graduate school within one year of graduation.

JOBS RELATED TO ART AND DESIGN

91% of recent graduates who reported obtaining a job are working within the field of art or design.

JOB ACQUISITION

75% of recent graduates who reported having obtained a job did so within six months of graduation.

RECENT EMPLOYERS

- The Aerospace Corporation
- Anthropologie
- Apple
- Aurora World
- Banana Republic
- BCBG
- Blizzard Entertainment
- Cartoon Network
- Coach/Kate Spade
- Dahlin Architecture Group
- DC Comics
- Dreamworks Animation
- The Getty Center
- GUESS?
- FOX
- Hasbro
- Havas Worldwide
- LACMA
- Lionsgate Films
- Marvel
- Mattel
- MGA Entertainment
- Moose Toys
- NBC Universal
- Netflix
- NFL
- Nickelodeon
- Nike
- Pacific Sunwear
- Pixar Animation
- Ralph Lauren
- Riot Games
- Snap Inc.
- Spinmaster
- Tesla
- Urban Outfitters
- Vans
- Vince
- Walt Disney Animation
- Wicked Cool Toys
- Yerba Buena Center for the Arts

TIME FRAME OF JOB ACQUISITION

- 26% Before graduation
- 35% Within 3 months post-graduation
- 14% 4–6 post-graduation
- 22% Over 6 months post-graduation

PREPARED FOR THE WORKING WORLD

73% indicated Otis College prepared them for the professional world.

*Reported salaries under $30K are assumed to include freelance and contract payments, artists’ incomes, and other partial incomes, rather than a full report of an alum’s total annual income and are removed from the overall average.

Career outcome indicators are a result of a combination of respondents who completed the 2020 Alumnx Career Survey and secondary sources of data collection, which resulted in a knowledge rate of 77%.

AVERAGE REPORTED STARTING ANNUAL SALARY

$52,145