I found a line of work that combines my creative side with my science background.

Mara MacMahon, who will graduate from a dual-degree program in May 2012 with majors in Communication Design and Biology, interned at Pixar Animation Studios in Emeryville, California last summer.

**Getting to know myself...**

After three years in college, I was undecided between medical school or freelance illustration. While at Pixar, I finally hit on a line of work I’d like to do—modeling 3D characters for films and rigging them (adding controls and muscle movement to models for animators).

This allows me to combine my creative skills with my strong anatomical knowledge, which I owe to my science background.

**Bringing my story to life...**

I looked up internships on Pixar’s website about two years ago. I had it on my mind I wanted to intern there the summer after junior year. To do this, I worked closely with Jen Meyer, a Career Center advisor, and Jon Navy, a 3D Animation Professor, who helped me with everything from cover letters to portfolio submissions.

**Up next...**

I will keep looking at internships in the field and hopefully land some work at a studio. I’d love to end up happily modeling and rigging, while playing pickup soccer on the side.

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**FROM PASSION SPRINGS PURPOSE**

“Other than having desirable skills, be a desirable person to work with.”

Mara’s career tip

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**THIS WEEK’S OPPORTUNITIES**

PBS
Executive Office of the President
General Mills
Procter & Gamble
City Year
ev3

U.S. Department of State
BermanBraun
USIRPG
Google
Amnesty International
UCLA–Research

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**EVENTS**

OUT in the Workplace: LGBTQA Career Issues
Lunch with a Pro: An Entertainment Career
Virtual Career Fair: Consulting
Report Your Plans Contest

For more information visit careercenter.wustl.edu