

Careers and Employment

Most of the career opportunities available to graduates are in competitive fields. Successful people tend to be musical, creative, intelligent, have an aptitude for technology, possess above average aural abilities, like being around other people, and have good interpersonal communication skills. Not surprisingly, success depends also on an individual's drive, determination, and work ethic.

In many of the fields listed, hours are long (possibly grueling at times) and the work environment may be less than ideal. Part of the reason people have chosen these careers is, deep down, they really enjoy the work. There is little room for ambivalence or apathy in this industry. There seems to be a trend toward larger facilities (that have traditionally hired lots of employees) dwindling in number while self-employed individuals and small businesses are increasing in number. Technology has become affordable and in most of the fields listed below an individual can start their own small business with roughly the same amount of capital needed to purchase a new car. This can be an attractive career path for many, however, a large percentage of these new small businesses fail each year.

Many employers feel *experience* is a mandatory prerequisite to any hiring. Our program includes an internship and up to 8 semesters of on-the-job training in our commercial facility, **Fire Station Studios**, plus two semesters of professional observation. *Real world* experiences should be a part of any graduate's resume. Graduates will also possess a portfolio of their own work demonstrating creativity, musicality, and command of the technical aspects involved in the modern recording process.

Additional thoughts:

- These careers should not be viewed as something to 'fall back on' if your dreams of succeeding somewhere else in the music business do not come true.
- The importance of *networking* cannot be over emphasized.
- It is not at all uncommon for graduates to wear two hats; working in two or more of the categories below at the same time.

Here is a sampling of our student's success stories:

Partial list of employment categories: *(in no particular order)*

Recording Engineer, Tape-Op/Second Engineer, Producer, Digital Editor, Mastering Engineer, Performer, Composer, Video Post-Production, Film Post-Production, Sound Designer, Live Sound Reinforcement, Jingle Production, Multimedia, Gaming, Industrial, Installation/Repair/Consultancy, Broadcasting, Business Owner, Maintenance Technician, Manufacturer's Representative, Technical Support Representative, and Personal Assistant.

Partial list of employers: *(in no particular order)*

Manufacturer Rupert Neve, producer David Eaton, filmmaker Robert Rodriguez, Apple Computer, MARS, UTSA, UT, EMP (WA), Origin (EA), Midway, Acclaim, Ion Storm (Nintendo), Digital Anvil (Microsoft), Human Code, Gorilla Systems, Showco/Vari-lite, *Prince*, *Harry Connick Jr.*, *Asleep at the Wheel*, and numerous studios including: Margarita Mix (CA), Annex Digital (CA), Imagine (TN), Charlie Uniform Tango (TX), Arlyn/Pedernales (TX), Tequila Mockingbird (TX), the Longhorn Network, and Sound Works (TX).

For more information visit the following web sites:

- TMO: <http://www.governor.state.tx.us/music/tmepint.htm>
- NASM: <http://nasm.arts-accredit.org>
- AES: <http://www.aes.org/education/>
- BSM: http://www.berklee.edu/pdf/pdf/studentlife/Music_Salary_Guide.pdf
- NARAS: <http://www.grammyintheschools.com>