# mOcean Internship Program 2017



mOcean is a creative entertainment agency that specializes in branding, marketing, and content development with an eclectic crew of writers, editors, producers, directors, and designers. From Hollywood's top-grossing film studios to traditional networks and emerging media, some of our clients include Warner Bros., Disney, 20<sup>th</sup> Century Fox, Paramount, Netflix, FX and HBO.

mOcean is committed to the nurturing and development of up-and-coming talent in our industry, and our internship program supports our mission. Our program is truly a hands-on experience, providing students with a real life experience surrounded by the best talent in the business.

### Applications are due by Friday, March 31.

Students will be supervised by a manager at mOcean, working on client-facing projects and across various departments in the company. The Supervisor serves as a mentor figure to aid the student in the learning process. Interns are also assigned a "Buddy," (preferably with a school connection) as their "go-to" person during the Program.

#### The Facts:

- Our program runs from June 5 through August 25 (about ten weeks)
- Interns are paid \$12.00 per hour, non-exempt
- Applicants must be undergrads or graduate students, committed to returning to school following the internship
- Interns should be available to work at least 30 hours per week, Monday Friday
- Applicants must be Mac savvy. For the creative internships, a working knowledge of Adobe Creative Suite (After Effects, Photoshop, Illustrator) and a basic knowledge of 3D design software (Cinema4D, Maya) is preferred. For noncreative internships, proficiency in Microsoft Office Suite is required.
- Assignments will be in either our West Los Angeles or Burbank location
  - » Students will visit each office at some point during the program

### **Opportunities:**

- ✓ Animation
- ✓ Writing
- ✓ Finishing
- ✓ Graphics
- ✓ Print/Key Art
- ✓ TV Streaming
- ✓ Operations (with exposure to Editing)
- ✓ IT

# mOcean Internship Program 2017

"Lunch 'n Learn" sessions are held weekly to provide students with a 360° view of all areas of the company first-hand from the pros who work in each department.

We'll also coordinate at least one off-site group evening social event and then an endof-program celebration dinner.

## Final Project:

Our Program is not for the shy. A final project, due in the final few weeks of the program, requires students to create and present "Your Summer at mOcean" to the CEO and senior managers of the company. Students are encouraged to collaborate or present individually, in a fun and entertaining way, using the resources available to them and to let their creativity shine.

# To apply, all of the following information is due no later than March 31, 2017:

- 1. A completed Internship Application (attached)
- 2. Two letters of recommendation (one academic and one professional)
- 3. Current Resume
- 4. Examples of creative work (if applying for a creative position)
- 5. If academic credit is needed, please notify HR during the application process. Each academic institution is different but it is the responsibility of the intern to present us with the necessary steps to fulfill the academic credit requirements and complete the necessary forms for their institution.

Submit your application and supporting documents, website and portfolio (if applicable) to <a href="mailto:intern@mOceanla.com">intern@mOceanla.com</a>

### Timing:

- 1. Applications must be received by March 31
- 2. Phone/Skype interviews will take place during the first two weeks of April
- 3. Interns will be selected and notified by May 1
- 4. Interns report to mOcean on Monday, June 5

Those selected will receive an offer letter from mOcean and must be able to show proof of eligibility to work in the U.S.

### **Important Notes:**

• mOcean does not provide transportation or housing stipends. Students are responsible for securing their own housing and transportation.

Thank you for your interest in the mOcean Summer Internship Program.

Good Luck!