

MECA&D FALL 2025 INTERNSHIP OPPORTUNITIES

Below are some internship opportunities for fall 2025. You may also look for internship opportunities on [Handshake](#), as well as creating your own internship.

\$3,500 Stipends available on a first come, first serve basis for Fall 2025

Priority deadline: September 1

Final deadline: September 4

VFX DESIGNER, IN YOUR HEAD GAMES

At In Your Head Games, we are creating a new action RPG that will challenge, thrill, and immerse players in worlds they can't wait to explore and conquer. Our mission is to create a fresh new ARPG by fusing the unpredictability of roguelikes with the depth, customization, and progression of an RPG endgame. We aim to deliver gameplay that rewards mastery, invites experimentation, and evolves with every run.

- Design and implement real-time visual effects for magic spells, combat abilities, environmental phenomena, and ambient world details.
- Use Unreal Engine's Niagara system to build effects that are optimized, performant, and visually aligned with the game's art direction.
- Iterate on feedback to polish effects to a high level of finish and clarity.
- Support the development and organization of a growing library of VFX assets and materials.

ANIMATOR, IN YOUR HEAD GAMES

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- Create fluid, responsive animations for spells, abilities, character actions, enemy behaviors, and traversal systems.
- Iterate on feedback to hit stylistic targets, gameplay timing, and motion clarity.
- Assist in maintaining animation consistency and style across all characters and effects.
- Participate in reviews and discussions to ensure high-quality animation work that enhances the player experience.
- Contribute to rig testing, cleanup, or other pipeline tasks as needed.

3D MODELER, IN YOUR HEAD GAMES

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- Model high-quality 3D assets including weapons, modular level kits (floors, walls, props), and wearable character gear.
- Adapt to the visual style of the project, capturing character and fantasy flair in every asset.
- Unwrap UVs and create clean, efficient topology suitable for real-time rendering.
- Assist with importing and testing assets in Unreal Engine to verify scale, placement, and readability.
- Participate in feedback sessions and iterate based on artistic direction and gameplay needs.

2D DIGITAL ARTIST, IN YOUR HEAD GAMES

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- Create visually compelling and functional icons for abilities, items, UI elements, and other 2d elements.
- Designing and implementing clean and efficient UI/UX for game mechanics.
- Iterate on feedback to meet visual standards and gameplay requirements.
- Maintain consistency across icon sets and contribute to the development of an iconography style guide.
- An awareness of industry trends in UI/icon design and identify opportunities to innovate or improve.

GRAPHIC DESIGNER, AMERICAN ROOTS APPAREL

American Roots' mission is to create jobs that are more meaningful, fair, and good-paying. Through our example we will help rebuild American manufacturing and its economy in a more just and sustainable way.

- *Refine & evolve existing logos and brand assets*
- *Design engaging graphics for Facebook and Instagram*
- *Schedule & publish social media posts (FB + Insta)*
- *Collaborate with our marketing team to develop on-brand visuals*

STUDIO ASSISTANT, JAMES PARKER FOLEY MFA '20

I'm a full-time painter working in Portland. My largest works are in oil, but I also work in graphite, colored pencil, gouache, and collage. I paint very slowly from studies across media. My work explores gender, sexuality, and the human condition. Please review my website to get a sense of my practice before applying!

- Preparing supports (assembling bars, cutting, stretching, gessoing)
- Image transfer (using tracing paper/outlining from a projector/trimming stencils)
- Prep collage material (trimming magazine clippings, cutting paper to size)
- Scanning small work on paper (if time permits/schedules align)
- Wrapping and moving large paintings (mostly in-studio, possibly to long term storage)
- Editing photos (if skills are there and time permits/schedule aligns)
- Occasional Errands (it's part of my job so it might be part of yours, too—would be hardware store or art supply store)

STUDIO ASSISTANT, PORTLAND POTTERY

Portland Pottery is a full-service ceramics supply store and community pottery studio. Our warehouses (one in Portland, ME and a second in Braintree, MA) supply clay, tools, materials, kilns, glazes, etc. to schools, studios, and professional/home potters in the New England area. We have trained kiln technicians who repair all pottery-related machinery either in-house or on-site. We have 2 studios in Portland (one high-fire and one mid-fire), which connect ~500 students to passionate, knowledgeable, creative, and community-minded ceramicists (teachers and fellow students alike). We hope to inspire and support people of all types in their creative pottery pursuits.

Since our business has multiple facets, the duties and responsibilities can be catered to the student's learning goals. Here are a few locations/topics of interest:

- Supply Shop
- High Fire studio tech work
- Mid Fire studio tech work
- Art administration (course scheduling, community outreach, teaching support, etc.)
- Youth programming
- Social media // marketing

STUDIO ASSISTANT, BRIAN SMITH MFA '20

I create sculptures, paintings, and drawings that imagine a future where humans, faced with climate catastrophe, adapt and migrate back to the seas from which we evolved from. Influenced by queer ecological theory, my work collapses the divide between nature and culture, envisioning hybrid life forms that embody fluidity, transformation, and resilience.

My sculptures feature densely textured surfaces—encrusted with beads, chains, mosaics, and spikes—that echo both natural phenomena like coral reefs and the exuberant, camp aesthetics of queerness. Paintings and drawings extend this world, weaving a mythological narrative that links speculative futures to ancient pasts. Rather than dwelling in ecoanxiety, my work celebrates the possibilities that emerge through adaptation: new bodies, new ecologies, new ways of belonging. By merging mythology, queerness, and climate imagination, I propose a world where life thrives in unexpected forms—and where joy becomes a strategy for survival.

- Work directly alongside the artist in the production of mosaic and beaded sculptures. These works are highly detailed and built through slow, cumulative processes.
- Tasks may also occasionally include assisting with armature or substrate construction, or packaging sculptures for shipment.

ICA Curatorial Internship

The Institute of Contemporary Art at Maine College of Art & Design (ICA at MECA&D) (Portland, ME) cultivates engagement and dialogue regarding contemporary visual art practices, aiming to foster discourse on the critical conversations of our time, and to enhance understanding of visual culture. Located in stunning galleries in Maine College of Art & Design's landmark Porteous Building, the ICA at MECA&D presents an exhibition calendar of ambitious work by living artists, operates as a learning laboratory for MECA&D students, and a center for public programming regarding contemporary art that engages with the local, national and global art community.

The Curatorial Intern works with the Director of Exhibitions, Exhibitions Coordinator, and Exhibitions Assistant on exhibition programming for the college. The role provides first-hand experience in research, organization, and other curatorial projects in a museum or gallery environment, insight into contemporary art exhibition standards and practices, and opportunities to interact with artists, visitors, faculty, staff, & students. This specific Curatorial Intern will be gathering and organizing information related to the Peter Simensky/Artist Communities exhibitions in the Summer of 2026.

- Must be very organized and methodical
- Must be careful with sensitive information
- Must be careful with delicate objects
- Curious
- Problem-solver

BIANCA BECK STUDIO

I am an artist whose work begins with the body—from imagined internal spaces to explorations of identity and expression. My works include painting, drawing, and sculpture. I am currently working on large-scale papier-mache sculptures which an intern would assist me in fabricating.

Intern's Duties and Responsibilities

- Working directly alongside the artist in the production of large-scale papier-mâché sculptures. This includes working with: papier-mâché, fabric, wire, wood. Tasks are repetitive. You can listen to headphones while you work or we can listen to podcasts, music, etc. together.

Other potential tasks include:

- Building a three dimensional foamcore model of an exhibition space.
- Building large-scale wooden armatures
- Running errands for supplies