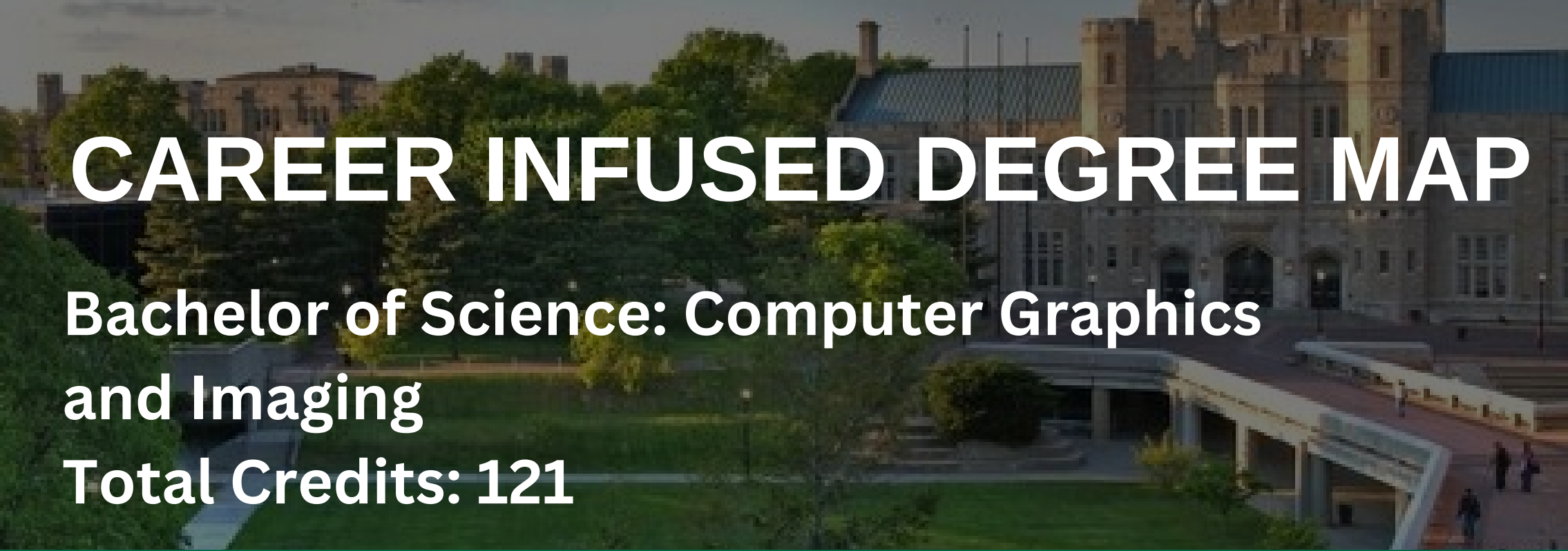




CAREER INFUSED DEGREE MAP

Bachelor of Science: Computer Graphics
and Imaging

Total Credits: 121

The B.S. Computer Graphics and Imaging prepares students to develop creative and technical skills in digital design, animation, and visual computing, equipping them for careers in fields like multimedia production, gaming, and graphic technology. The career infused degree map allows students to commit to their career exploration by aligning coursework with career readiness milestones.

FRESHMAN

CREDITS

- 3
- ENG 111 - English Composition I
- 3
- MAT 126 - Quantitative Reasoning
- 3
- ART 100 - Basic Drawing
- 3
- ART 112 - Introduction to Digital Imaging
- 3
- LEH 250 - First-year Seminar
- 15
- TOTAL CREDITS

1ST SEMESTER

- ☐
- Activate your [Handshake](#) account to begin exploring career resources and opportunities available through your college's [Career Exploration and Development Center](#).
- ☐
- Join a Lehman student club or organization to begin building your network and developing soft skills (CSxCSC, Lehman Girls Who Code College Loop, Anime Club and Storytelling Club, Archimedes Club, S-STEM Club, Obscura Literary and Arts Magazine, The Meridian).
- ☐
- Create a resume to begin documenting your achievements. Review resume samples of your major in the Resources section of the Career Center page on Handshake.
- ☐
- Enroll in free introduction to MS 365 computer skills workshops, tutoring support, and/or leadership training ([Lehman IT Center](#), [Computer Science Lab](#), [Lehman Tutoring Center](#), [Office of Campus Life](#)).

2ND SEMESTER

- 3
- ENG 121 - English Composition II
- 4
- MAT 175 - Calculus I
- 1
- MAT 155 - Calculus I Laboratory
- 3
- Flexible Core - Scientific World
- 3
- ART 101 - Introduction to Two-Dimensional Design
- 3
- ART 108 - Introduction to Photography
- 17
- TOTAL CREDITS

- ☐
- Create a [LinkedIn](#) account to establish your professional presence online, build industry connections, and follow developments and trends.
- ☐
- Explore computer graphics and imaging [career paths](#) (e.g. 3D Modeling & Animation, Fabrication & Maker Spaces, Game Design & Development) [occupations](#), and employment outlooks in [art/design](#) and take the [Focus 2 Career Assessment](#) (code: Lightning).
- ☐
- Create a first-draft cover letter to apply to professional development opportunities ([scholarships](#): [PGSE](#), [AIGA](#); [research opportunities](#); [experiential learning](#); [CUNY pipeline programs](#)).
- ☐
- Participate in an early career skills training program ([CUNY Tech Prep](#), [Sprinternships](#), [AI Program](#), [America Needs You](#), [CUNY Beyond](#), [Year Up](#)).

SOPHOMORE

CREDITS

- 3
- General Foreign Language Option
- 3
- ARH 141 - Introduction to the History of Modern Art of the 19th & 20th Centuries in Europe & the US **OR** ARH 167 - Tradition and Innovation in the Art of the West
- 3
- ART 221 - Applied Imaging and Applications to the World Wide Web I **OR** CGI 221 - Applied Imaging and Applications to the World Wide Web I
- 3
- Required Core - Life and Physical Sciences
- 3
- Flexible Core - World Cultures and Global Issues
- 3
- CED 102 - Introduction to Career Development
***Note:** This class is optional*
- 15
- TOTAL CREDITS

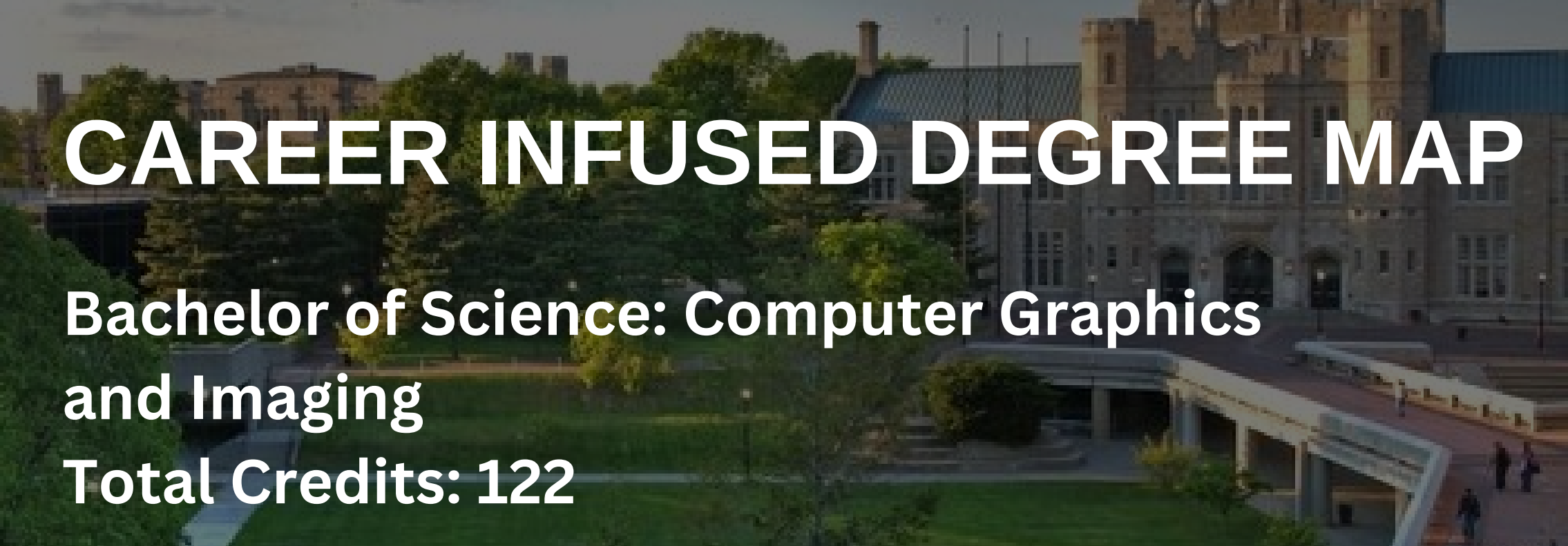
1ST SEMESTER

- ☐
- Identify a mentor in your field with whom you can check-in periodically (Mentor & Creative, RCDC@SIGGRAPH, Code.org, MentorCruise, The Urban Male Leadership Program, CREAR Futuros, City Mentors).
- ☐
- Fluency in industry-standard and emerging digital tools, including but not limited to [Behance](#), [ArtStation](#), [Deviantart](#), [Dribbble](#), [GitHub](#), [Figma](#), [Sketch](#), [Affinity](#), [Miro](#) and [Penpot](#).
- ☐
- Apply for internships that provide hands-on experience in computer graphics and imaging (DreamWorks, TikTok, Pixar, Google, Amazon, Ad Club, Microsoft, Bloomberg, Spotify, Pinterest, LinkedIn, Inroads, Handshake, CUNY industry partnerships, Indeed).
- ☐
- Attend the ‘Mastering the Art of Interviewing’ workshop to learn the fundamentals of interviewing for internship and entry-level jobs. Register on Handshake.

2ND SEMESTER

- 3
- General Education Foreign Language Option
- 3
- ART 102 - Introduction to Three-Dimensional Design OR ART 106 - Introduction to Sculpture
- 3
- ART 222 - Intriduction to Animation **OR** CGI 222 - Introduction to Animation
- 4
- CMP 167 - Programming Methods I
- 3
- Flexible Core - Individual and Society
- 16
- TOTAL CREDITS

- ☐
- Subscribe to [CUNY Weekly](#) and computer graphics, and imaging [tech industry newsletters](#) for news, opportunities, events and career resources (Smashing, The One Club, Computer Graphics World, Creative Bloq, Science Daily).
- ☐
- Identify hackathons, coding bootcamps, and design related certificates and programs you can participate in to specialize or supplement your growing expertise (Creative Boot Camps; Devpost; hackNY; HackNYU; LeapCode; codebar; Udemy; Code Academy; freeCodeCamp; Github; [CUNY Upskilling](#); [LinkedIn Learning](#), free with an [NYPL](#) card; [Coursera](#), free via [NYS DOL](#)).
- ☐
- Meet with a faculty or academic [advisor](#) to learn about experiential learning opportunities via the School of Arts and Humanities ([Experiential Learning Program](#)), CUNY ([Public Interest Technology @ CUNY](#), [internship programs](#), [research grant opportunities](#)), and explore [honor society options](#) on campus.
- ☐
- Become a student member of a professional organization in your field (AIGA, Graphic Artists Guild, The One Club, TDC, AAF, Ad Club, SWE, IEEE and ACM).



CAREER INFUSED DEGREE MAP

Bachelor of Science: Computer Graphics
and Imaging
Total Credits: 122

ACADEMICS

CAREER READINESS

CREDITS

- 3
- LEH 351 - Studies in Scientific and Applied Perspectives
OR
LEH 352 - Studies in Literature **OR**
LEH 354 - Studies in Historical Studies **OR**
LEH 355 - Studies in Philosophy, Theory and Abstract
Thinking
- 3
- ART 321 - Computer Modeling and Design I **OR**
CGI 321 - Computer Modeling and Design I
- 3
- ART 325 - Digital Multimedia **OR**
CGI 325 - Digital Multimedia
- 4
- CMP 326 - Programming Methods II
- 3
- Flexible Core - U.S. Experience in Its Diversity

16 TOTAL CREDITS

1ST SEMESTER

- ☐
- Attend career fairs and industry conferences to network with professionals and meet recruiters (Design Nation, NYCxDISIGN, Where Are All The Black People, AD Weekly, Adobe Max).
- ☐
- Mark your calendar and register for the annual fall CEDC Internship Fair at Lehman.
- ☐
- Meet with your CEDC Career Specialist to practice your elevator pitch and update your resume and cover letter.
- ☐
- Attend the ‘Networking Strategies’ workshop on Handshake and widen your network of contacts across Lehman and platforms like LinkedIn.
- ☐
- If pursuing graduate study, begin exploring the process for applying to graduate school.

2ND SEMESTER

- 3
- LEH 351 - Studies in Scientific and Applied
Perspectives **OR**
LEH 352 - Studies in Literature **OR**
LEH 354 - Studies in Historical Studies **OR**
LEH 355 - Studies in Philosophy, Theory and Abstract
Thinking
- 3
- ART 322 - Computer Modeling and Design II **OR**
CGI 322 - Computer Modeling and Design II
- 4
- CMP 342 - Internet Programming
- 3
- Flexible Core - Any Area
- 3
- Minor or Certificate Course

16 TOTAL CREDITS

- ☐
- Mark your calendar and register for the annual spring CEDC Job & Internship Fair at Lehman.
- ☐
- Take a project or leadership role in the club or professional organization you belong to or engage in relevant volunteerism (Catchafire, VolunteerMatch, Design Trust for Public Space).
- ☐
- Continue to update your resume and online profiles/portfolios (LinkedIn, Behance, Github, ect.) with relevant experiences, and skills.
- ☐
- Sign up for news, industry, and job alerts via CUNY Weekly, and Digital NYC, and technology job sites like Dribbble, Dice, TechJobsForGood, The Muse, and BuiltIn.
- ☐
- Submit your work for publication and enter design contests such as Young Ones, TDC, Andy Awards, PGSF, The Rookies, ACM SIGGRAPH, IEEE, JEA, CHI, WBDS.
- ☐
- Research computer science and design/communications graduate school or other postgraduate opportunities if considering further education.

CREDITS

- 3
- ART 421 - Computer Animation I **OR**
CGI 421 - Computer Animation I
- 3
- Minor or Certificate Course II
- 3
- Minor or Certificate Course III
- 3
- Minor or Certificate Course IV
- 3
- Elective

15 TOTAL CREDITS

1ST SEMESTER

- ☐
- Meet with your Career Specialist for full-time job search preparation : finalize your professional resume, cover letter, portfolio, and practice for technical interviews.
- ☐
- Begin to explore and compare multiple AI tools, including open-weight or locally hosted models where possible.
- ☐
- As graduation nears, reconnect with mentors for career advice, job leads, references and continued mentorship post-graduation.
- ☐
- If applicable, begin drafting your application materials and identify your faculty referneces for graduate or other postgraduate opportunities.

2ND SEMESTER

- 3
- ART 422 - Computer Animation II **OR**
CGI 422 - Computer Animation II
- 3
- ART 441 - Broadcast Design **OR**
CGI 441 - Broadcast Design **OR**
ART 480 - Senior Project **OR**
CGI 480 - Senior Project **OR**
ART 487 - Professional Experience in the Fine Arts **OR**
CGI 487 - Professional Experience in the Fine Arts
- 3
- Elective
- 3
- Elective

15 TOTAL CREDITS

- ☐
- Attend employment fairs, professional panels, and conferences across NYC organization and colleges to widen your network and connect with recruiters (e.g. Tech Week, TECHSPO, Pulse, and Women in Tech Job Fair).
- ☐
- Mine job sites and apply for career related roles. Record your progress and remember to follow up on your applications.
- ☐
- Join the Lehman Alumni Network and CUNY Alumni Network for valuable career resources and continuous support.
- ☐
- Complete the Cap and Gown Survey in CUNYfirst.
- ☐
- If applicable complete the process of applying to graduate school.