

CREATIVE CAREERS HANDBOOK



Compiled by:
Maitland Conservatory

DISCOVER CAREERS IN THE MODERN SECTOR.

2026 EDITION

A QUICK GUIDE TO POPULAR
CREATIVE CAREERS, WITH
SIMPLE DESCRIPTIONS TO HELP
YOU FIND YOUR WAY.



HOW TO USE THIS HANDBOOK

This handbook serves as a concise reference guide for career coaches, students, and parents, designed to align creative interests with potential career paths. It is organized into four sections to facilitate easier navigation and identification of various industries associated with each career.

- ✓ INSTRUMENTAL CAREERS
- ✓ AUDIO & ENTERTAINMENT
- ✓ VISUAL & MEDIA ARTS
- ✓ LIVE SOUND & STAGE TECHNOLOGY



At the Maitland Conservatory, our mission is to assist students in realizing their aspirations for creative careers. To achieve this, it is essential to bridge the gaps between their ambitions and the education, resources, and opportunities necessary for success. Therefore, if you or any student requires additional guidance, please do not hesitate to schedule a career consultation with us at any time.



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AUDIO & ENTERTAINMENT

Careers in Audio and Entertainment encompass the production, recording, mixing, and manipulation of sound and video for various mediums, including music, film, live events, and gaming.

Audio Engineer

Audio engineers are the creative professionals who work behind the scenes, expertly operating and maintaining the advanced technical equipment that brings sound to life. They skillfully synchronize, mix, and edit audio, transforming concepts into dynamic auditory experiences.

Average Salary: \$65,000 - \$103,500 annually.

Mastering Engineer

In the exhilarating final phase of audio production, all content is enhanced by the expertise of a mastering engineer. These professionals apply their skills to polish and refine tracks, effectively eliminating background noise and correcting tonal imbalances. Their meticulous attention to detail ensures that any errors from the initial recording are rectified, resulting in a pristine sound that captivates listeners.

Average Salary: \$22,000 - \$143,000 annually.

Game/Audio Designer

Prepare to immerse yourself in the captivating realm of video games! The most memorable titles are distinguished by exceptional soundtracks that enhance the overall experience. Audio is as essential as the breathtaking graphics and compelling gameplay. Consider the effect of the perfect sound at just the right moment—it has the power to transport you directly into the action, whereas an inappropriate sound can disrupt that enchanting immersion. Let us celebrate the profound impact of sound in gaming!

Average Salary: \$38,000 - \$161,000

Audio Production Assistant

Production assistants (PAs) are the unsung heroes of the audio industry, diligently working to ensure that every recording and mastering session runs smoothly. They play a vital role in communicating instructions from the audio director to the performers, ensuring clarity and alignment among all participants. With their proactive mindset, PAs prepare the studio before sessions begin and frequently go above and beyond by staying late to organize and set up for the following day. Music producers rely heavily on their contributions.

Average Salary: \$32,000 - \$53,000 annually.

AUDIO & ENTERTAINMENT

Post Production Mix Engineer

Once the recording concludes, the exhilarating phase begins—managing multiple takes and transforming each track into a polished masterpiece. In the realm of film and television, audio post-production is vital; experts enhance the audio captured on set, ensuring it aligns seamlessly with the on-screen action. This dynamic process encompasses recording foley, incorporating audio effects, mastering automated dialogue replacement (ADR), and synchronizing voiceovers to create an immersive viewing experience.

Average Salary: \$50,000 - \$171,000 annually.

Music Producer

A music producer serves as the catalyst for the artistry involved in recording and producing remarkable songs and albums. They collaborate with talented artists, skilled engineers, and a dedicated team to create the ideal sound that effectively realizes the artist's vision. It's an exhilarating role, indeed!

Average Salary: \$30,000 - \$100,000+ annually.

Sound Designer

Prepare to unleash your creativity in this dynamic role! You will have the remarkable opportunity to design and direct the complete audio experience. As an audio designer, you will transform the tone, atmosphere, and mood through the strategic use of sound effects and abstract sounds, captivating your audience in the process.

Average Salary: \$74,500 - \$99,000 annually.

Film Composer

They work in close collaboration with directors and producers to craft an exhilarating soundtrack that enhances the film's emotional depth and enriches its narrative. Their engaging responsibilities encompass composing, arranging, and conducting vibrant recording sessions with skilled musicians or orchestras.

Average Salary: \$43,000 - \$104,000+ annually.

AUDIO & ENTERTAINMENT

Foley Artist

Utilizing a diverse array of props, foley artists create and record the everyday sounds featured in films, television shows, and video games. These include auditory elements such as footsteps, the sound of a sword being drawn from its sheath, and the swishing of clothing as individuals pass one another.

Average Salary:
Salary Range: \$51,000 - \$67,000

Music Editor

Music editors play a crucial role in the editing and synchronization of music within films and television productions, ensuring that the audio aligns seamlessly with the on-screen action. They oversee all musical elements, including the soundtrack and any original compositions created by the composer, ensuring a cohesive auditory experience that enhances the visual narrative.

Average Salary: \$71,382
Salary Range: \$59,000 - \$111,000

Orchestrator

Orchestrators play a vital role in the film and television industries, tasked with creating finished scores from the sketches provided by composers. A specialized subgroup, MIDI orchestrators, diverges from traditional orchestration methods by focusing on the use of samples to enhance the quality of demos. These orchestrators not only write scores but also transpose music originally composed for orchestras. Their orchestrations are either performed live by musicians or recorded for use in films, television shows, or video games.

Average Salary: \$54,000
Salary Range: \$19,000 - \$118,000

Music Supervisor

They work in close collaboration with directors and producers to craft an exhilarating soundtrack that enhances the film's emotional depth and enriches its narrative. Their engaging responsibilities encompass composing, arranging, and conducting vibrant recording sessions with skilled musicians or orchestras.

Salary: \$3,000 - \$5,000

AUDIO & ENTERTAINMENT

Booking Agent

Booking agents are responsible for identifying performance opportunities, organizing tours, negotiating performance fees and terms, and executing contracts for the artists they represent.

Average Salary: \$41,129
Salary Range: \$25,000 - \$69,000

Concert Promoter

Concert promoters are responsible for organizing events, which includes booking talent, securing venues, and marketing the shows.

Average Salary: 78,553
Salary Range: \$28,000 - \$187,000

Alternative Titles: Talent Promoter, Event Promoter

Production Manager

Production Managers play a crucial role in overseeing all technical production elements of a live show, encompassing sound, lighting, and staging.

Average Salary: \$70,773
Salary Range: \$47,000 - \$103,000

Alternative Titles: PM, Concert Production Manager

Tour Manager

A Tour Manager manages transportation, scheduling, and the financial aspects of an artist's time on the road.

Average Salary: \$54,317
Salary Range: \$46K - \$71K

Alt Titles: Road Manager, Concert Tour Manager

Roadie

Roadie is the catch-all term for any touring professional in the live music industry. Among other duties, their work may involve engineering sound, programming stage lighting, and tuning guitars.

Average Salary: \$34,242
Salary Range: \$23,000 - \$51,000

Alt Titles: Event Technician, Production Technician, Touring Concert Professional, Stagehand

Artist Manager

Artist managers play a pivotal role in shaping every facet of their clients' careers. They provide counsel on professional decisions and opportunities, oversee daily schedules and activities, and advocate for their clients' interests within broader productions and collaborative teams.

Average Salary: \$71,819
Salary Range: \$51,000 - \$400,000

AUDIO & ENTERTAINMENT

Entertainment Marketing

An entertainment marketing professional is responsible for promoting products, talent, or events—such as films, music, and games—to enhance audience engagement and drive revenue. Key responsibilities include developing marketing campaigns, managing social media platforms, negotiating partnerships, and analyzing market trends. Additionally, they often oversee public relations efforts, live promotions, and the creation of digital content.

Average Salary: \$50,886
Salary Range: \$38,000 - \$67,000

Entertainment Finance

An Entertainment Finance Manager is responsible for overseeing the financial well-being of productions in film, music, television, or live events. This role involves managing budgeting, forecasting, and accounting processes to ensure profitability. The manager monitors costs, analyzes revenue streams, and ensures compliance with industry regulations, thereby safeguarding the financial integrity of the projects.

Average: \$59,317
Salary Range: \$44,000 - \$79,000

Entertainment Attorney

An entertainment lawyer specializes in the legal intricacies of the entertainment industry, representing artists, production companies, rights holders, and other professionals within the sector. This role is vital for safeguarding the interests and rights of all parties involved, whether navigating complex contract negotiations, addressing intellectual property rights, or providing talent representation.

Average Salary: \$117,567
Salary Range: \$77,000-\$186,000

Other Related Careers

Acoustical Consultant
Creative Entrepreneur
Electronic Musician
Instrument Repair Technician
Piano Tuner
Studio Designer
Studio Maintenance Engineer
Technology Trainer/Specialist
Software Engineer
Podcaster

VISUAL & MEDIA ARTS

The visual and media arts sector includes professions that utilize visual art, digital technologies, and interactive media to create, convey messages, and entertain audiences.

Cinematographer

A cinematographer, also known as a director of photography (DP), plays a pivotal role in creating the compelling visuals of films, television shows, and other visual media. They work in close collaboration with the director to translate artistic vision into a captivating visual experience.

Salary Range: \$39,000 to \$107,000+

Film Director

The director infuses each production with a dynamic sense of creativity. Although they may not possess ultimate authority, their influence is pivotal in steering the project throughout the entire creative process, impacting every member of the film crew along the way.

Salary Range: \$80,000 - \$187,000

Film Producer

The producer plays a crucial role on any film set. As one of the key contributors to a production, producers undertake various responsibilities, primarily focusing on securing funding, initiating projects, and providing exceptional organizational guidance.

Salary Range: \$62,000 - \$82,500+

Production Coordinator

A Film Production Manager (PM) or Unit Production Manager (UPM) serves as the chief logistical and financial administrator within a film production. This role entails overseeing the film's budget, managing the schedule, and coordinating day-to-day operations to ensure a smooth production process.

Salary Range: \$70,000 - \$149,000

Camera Operator

A camera operator is responsible for capturing video content for television, film, commercials, and news broadcasts. This role involves setting up, testing, and operating cameras and specialized equipment to ensure high-quality footage.

Salary Range: \$61,800 - \$70,570

1st/2nd Assistant Camera (AC)

The role of a First Assistant Camera (1st AC), commonly referred to as a focus puller, involves ensuring that the camera functions optimally and, most importantly, managing the focus ring to maintain sharpness on the subject throughout filming.

Salary Range: \$50,000 - \$100,000

VISUAL & MEDIA ARTS

Gaffer

A gaffer, also known as the chief lighting technician, leads the lighting department on a film set. This role involves designing and implementing the lighting plan in close collaboration with the Director of Photography (DP).

Salary Range: \$54,000 - \$70,000

Key Grip

A key grip serves as the head of the grip department, overseeing all non-electrical rigging, camera support, and light modification—such as shaping and diffusing—on a film set. This role requires close collaboration with the cinematographer to facilitate camera movements, which may include the use of dollies, cranes, and car mounts, while also ensuring safety on set.

Salary Range: \$54,000 - \$70,000.

Production Designer

A Production Designer in film serves as the head of the Art Department, responsible for overseeing the entire visual concept of a project. This role involves creating the film's "world" by managing sets, props, color palettes, and locations, all in alignment with the director's vision.

Salary Range: \$43,500 - \$100,000

Art Director

An Art Director is a senior creative professional tasked with overseeing the visual style and artistic direction of advertising campaigns, publications, websites, or film and television productions.

Salary Range: \$96,000 - \$121,000

Film Editor

Film editors, also known as post-production specialists, skillfully manipulate raw video and audio footage to craft cohesive and engaging narratives. Their responsibilities include selecting appropriate shots, incorporating visual and audio effects, and ensuring that the final product aligns with the director's vision.

Average Salary: \$70,980

Colorist

A film and video colorist is a post-production expert responsible for manipulating color, contrast, and saturation to enhance the visual storytelling, mood, and overall aesthetic of motion pictures, television programs, and digital content.

Average Salary: \$48,000 - \$60,000

VISUAL & MEDIA ARTS

Visual FX/VFX Artist

A Visual Effects (VFX) Artist specializes in creating computer-generated imagery (CGI) and digital elements that enhance the visual experience in films, television, and video games.

Salary Range: \$88,500 - \$152,000

3D Modeler

A 3D Modeler is responsible for creating digital three-dimensional models, including characters, environments, and props, for various industries such as gaming, film, and product design. This work is typically accomplished using software programs such as Maya, Blender, or ZBrush.

Salary Range: \$58,000 - \$98,000

Rigger

A film rigger is a specialized technician dedicated to safety who is responsible for the construction, installation, and maintenance of structural supports, such as scaffolding and trusses, for lighting, cameras, and scenery on set.

Salary Range: \$48,000 - \$62,000

Game Designer

A game designer serves as the creative architect of a video game, responsible for crafting its rules, mechanics, narrative, and overall structure to ensure an engaging experience for players.

Salary Range: \$84,000 - \$110,000

Digital Matte Painter

A Digital Matte Painter (DMP) specializes in creating photorealistic or stylized environments, set extensions, and backdrops for films, television, and video games. This role serves as a critical link between concept art and the final visual effects compositing.

Salary Range: \$45,000 - \$60,000+

Digital Illustrator

A digital illustrator produces original, computer-generated artwork for various sectors, including marketing, entertainment, publishing, and digital media, utilizing software such as Adobe Photoshop and Illustrator.

Salary Range: \$63,000 - \$100,000

VISUAL & MEDIA ARTS

Computer Animator 2D/3D

A computer animator utilizes specialized software to create dynamic 2D and 3D images, characters, and visual effects for films, video games, and television.

Salary Range: \$90,000 - \$100,000+

UX Designer

A User Experience (UX) Designer is responsible for developing intuitive and engaging digital products by researching user needs, mapping user journeys, and creating wireframes or prototypes.

Salary Range: \$55,000 - \$185,000+

Technical Media Producer

A Technical Media Producer (TMP) serves as the technical lead for both live and recorded studio productions, overseeing the direction of newscasts and the operation of broadcast equipment.

Average Salary: \$103,568

Master Control Operator

A Master Control Operator (MCO) plays a pivotal role in guaranteeing the seamless and high-quality transmission of television programming, commercials, and station identification elements. Responsibilities include monitoring on-air signals for technical discrepancies, operating broadcast automation software, managing live transitions, and ensuring adherence to FCC regulations.

Salary Range: \$44,000 - \$57,000

Live Streaming Producer

A Streaming Producer oversees both the technical and creative dimensions of live digital broadcasts, ensuring a seamless and high-quality experience for viewers.

Salary Range: \$45,000 - \$85,000

Other Related Careers

- Concept Artist
- Motion Graphics Designer
- Book Cover Artist
- Art Director
- Script Supervisor
- Set Designer/Decorator
- Location Manager
- Prop Master
- News Producer/Executive Producer
- Graphics Designer
- Digital Content Producer/Manager

LIVE SOUND & STAGE TECHNOLOGY

FOH Engineer

A Front of House (FOH) Engineer mixes live audio for the audience, ensuring optimal sound quality from the main speakers during concerts, theater, or corporate events.

Salary Range: \$40,000 - \$91,000+

Monitor Engineer

A monitor engineer is responsible for mixing the audio that performers hear on stage (via in-ear monitors or floor wedges) during live shows, ensuring they can hear themselves and each other,

Salary Range: \$31,000 - \$81,000+

Systems Engineer

A Live Sound Systems Engineer or Technician is responsible for designing, installing, optimizing, and maintaining audio systems for live events, ensuring safe, consistent, and high-quality sound coverage throughout the venue. Their duties include rigging loudspeakers, distributing power, and managing signal flow through networking and cabling, which enables the mix engineer to concentrate on achieving the desired artistic balance.

Salary Range: \$44,000 - \$57,000

Production Manager

A Show Production Manager serves as the essential bridge between artistic vision and technical execution. This role involves managing the logistical, financial, and personnel elements of live performances, concerts, or theatrical events. This includes advancing technical riders, hiring crew members, developing production schedules, ensuring compliance with health and safety regulations, and supervising load-in and load-out processes, all while adhering to strict budgetary constraints.

Salary Range: \$56,000 - \$80,000.

Audio Technician/Patch Engineer

Role Overview: Audio Technician/Patch Engineer

An Audio Technician/Patch Engineer plays a crucial role in the intricate world of live sound. They are experts in the essential aspects of the setup, focusing on setting up and routing (patching), maintaining microphones, DI boxes, cabling, and stage boxes. Their primary responsibility is to ensure that the signal flows seamlessly from the stage to the mixing consoles. They skillfully manage complex, high-speed transitions between acts at festivals, concerts, and large corporate events.

Salary Range: \$56,000 - \$71,000

LIVE SOUND & STAGE TECHNOLOGY

Lighting Designer/Tech

A lighting designer is responsible for creating, planning, and overseeing the implementation of lighting across various mediums, including theater, film, television, live music, and architectural projects. They work in collaboration with directors and designers to establish the mood, atmosphere, and visibility of a production, transforming artistic concepts into practical light plots, cue sheets, and technical schedules.

Salary Range: \$45,000 - \$74,000+

AV Specialist/Tech

An Audio-Visual (AV) Specialist is responsible for managing, operating, and maintaining audio, video, and lighting equipment to guarantee seamless and high-quality productions for live events, corporate meetings, and media projects. Their role includes troubleshooting, installing, and configuring AV systems—such as microphones, projectors, and video conferencing platforms—while also providing on-site technical support.

Salary Range: \$49,000 - \$85,000+

Other Related Careers

RF (Radio Frequency) Manager
Lighting Designer/Programmer
Video Technician/Director
Rigger
Show Caller/Stage Manager



INSTRUMENTAL CAREERS

Orchestra/Ensemble Musician

An orchestra musician is a highly skilled and professionally trained instrumentalist who rehearses, performs, and records both classical and contemporary music under the direction of a conductor. This role involves interpreting musical scores and adhering to technical schedules.

Salary Range: \$28,000 - \$60,000+

Session Musician

A session musician is a freelance instrumentalist or vocalist engaged on a short-term basis to record studio tracks or perform live. They offer expert musical support without being a permanent member of a band. These musicians excel at quickly learning, adapting to, and professionally executing a wide array of musical styles for various projects, including albums, commercials, and soundtracks.

Salary Range: \$44,000 - \$94,000+

Music Educator/Instructor

A music educator imparts knowledge in music theory, history, and performance, fostering both musical appreciation and skill development through customized lesson plans, ensemble direction, and public performances. They work in diverse settings, including schools, private studios, and community centers, nurturing creativity, technique, and discipline among students of varying skill levels.

Salary Range: \$40,000 - \$90,000+

Military Musician

Military musicians are highly trained service members who perform in diverse ensembles, including concert bands, jazz bands, and ceremonial units. Their primary roles involve providing music for military functions, engaging in public outreach, and bolstering troop morale.

Salary Range: \$40,000 - \$70,000+

INSTRUMENTAL CAREERS

Freelance/Live Performer

A freelance musician is a self-employed professional who engages in performing, recording, and teaching music on a contractual or gig basis. As independent operators, they manage their own business activities, which include marketing, booking, and networking to secure opportunities across events, studios, and venues. Their key responsibilities encompass rehearsing, performing in various musical styles, and maintaining their instruments.

Salary Range: \$39,000 - \$50,000+

Music Arranger/Composer

A music arranger is responsible for adapting existing musical compositions to align with new styles, ensembles, or performers. This role involves restructuring songs through reharmonization of melodies, modification of tempos, alteration of instrumentation, and the addition of new sections, such as introductions or conclusions. The goal is to ensure that the piece sounds cohesive and polished for a specific performance or recording.

Salary Range: \$32,000 - \$77,000+

GENERAL SKILLS/PROFICIENCY BY INDUSTRY

AUDIO & ENTERTAINMENT INDUSTRIES

**This is a general list of skills required in this industry, depending on your career choice not all skills will be required.*

Technical Skills

- **Digital Audio Workstations (DAWs):** Mastery of platforms such as Pro Tools, Logic Pro, Ableton Live, or FL Studio is crucial.
- **Audio Recording & Editing**:** Familiarity with various microphone types, their placement, and signal flow for both studio and field recordings.
- **Mixing & Mastering:** Skills in balancing tracks, adjusting dynamics, and improving audio quality for the final product.
- **Sound Design & Synthesis:** Crafting unique sound effects (SFX) and utilizing synthesizers for applications in gaming, film, or television.
- **Game Audio Implementation:** Knowledge of software like Wwise or FMOD for creating interactive audio experiences.
- **Basic Electronics:** Understanding of signal paths to troubleshoot and maintain audio equipment.

GENERAL SKILLS/PROFICIENCY BY INDUSTRY

AUDIO & ENTERTAINMENT INDUSTRIES

**This is a general list of skills required in this industry, depending on your career choice not all skills will be required.*

Soft Skills & Professionalism

- **Communication & Collaboration:** Collaborating effectively with directors, producers, and artists to fulfill creative requirements.
- **Problem-Solving:** Quickly resolving technical issues during live events or time-sensitive studio sessions.
- **Attention to Detail:** Having a keen ear for identifying, editing, and mixing errors.
- **Time Management:** Adhering to tight production deadlines.
- **Adaptability:** Adjusting to swift changes in technology and project demands.

Required Knowledge Base

- **Sound Theory:** A strong grasp of the physics of sound, acoustics, and audio processing is essential.
- **Musical Background:** Familiarity with musical arrangement and dynamics is crucial for successful music production.
- **Industry Trends:** Keeping up with the latest plugins, hardware, and audio formats is important for staying relevant.

GENERAL SKILLS/PROFICIENCY BY INDUSTRY

VISUAL & MEDIA ARTS INDUSTRIES

**This is a general list of skills required in this industry, depending on your career choice not all skills will be required.*

Core Technical Skills

- **Digital Design & Software:** Mastery of industry-standard software is essential, especially Adobe Creative Suite (Photoshop, Illustrator, Premiere Pro, After Effects).
- **Visual Arts & Design:** A solid foundation in drawing, painting, sculpture, and photography is crucial for crafting compelling visual compositions.
- **Motion Graphics & Animation:** Capability to produce animated content for television, film, and digital platforms, including skills in 3D modeling and visual effects.
- **Video & Audio Production:** Proficiency in video editing, audio editing, and camera operation for creating high-quality media.
- **Web & Interactive Design:** Competence in UI/UX design, web design, and basic coding for engaging interactive media
- **Technical Proficiency:** Familiarity with specialized tools (e.g., CAD software) and hardware.

Key Creative & Conceptual Skills

- **Visual Storytelling:** The skill to weave narratives through visual mediums, encompassing storyboarding, content creation, and conceptualization.
- **Creative Thinking & Innovation:** The capacity to generate original ideas, artistic visions, and inventive solutions.
- **Artistic Principles:** A solid grasp of color theory, typography, composition, and lighting.

GENERAL SKILLS/PROFICIENCY BY INDUSTRY

VISUAL & MEDIA ARTS INDUSTRIES

**This is a general list of skills required in this industry, depending on your career choice not all skills will be required.*

Professional & Business Skills

- **Portfolio Management:** Keeping a robust and current digital and physical portfolio of your work.
- **Project Management & Collaboration:** Collaborating efficiently within teams, adhering to tight deadlines, and overseeing workflows.
- **Marketing & Communication:** Showcasing your work, negotiating contracts, and engaging with clients effectively.
- **Adaptability:** The ability to learn new tools and adjust to fast-changing industry technologies and trends.

Key Creative & Conceptual Skills

- **Visual Storytelling:** The skill to weave narratives through visual mediums, encompassing storyboarding, content creation, and conceptualization.
- **Creative Thinking & Innovation:** The capacity to generate original ideas, artistic visions, and inventive solutions.
- **Artistic Principles:** A solid grasp of color theory, typography, composition, and lighting.

GENERAL SKILLS/PROFICIENCY BY INDUSTRY

LIVE SOUND & SHOW PRODUCTION INDUSTRIES

**This is a general list of skills required in this industry, depending on your career choice not all skills will be required.*

Technical Skills (Audio & Production)

- **Audio Engineering:** Expertise in both analog and digital mixing consoles (e.g., Avid, Yamaha, DiGiCo), as well as gain staging and signal flow.
- **System Setup & Troubleshooting:** Skilled in setting up PA systems, speakers, amplifiers, and cabling. Ability to swiftly troubleshoot equipment failures, even under pressure.
- **Wireless Systems:** Knowledge of radio frequency (RF) management, frequency scanning, and handling in-ear monitors (IEMs) along with wireless microphones.
- **Microphone Techniques:** Competence in selecting and positioning microphones appropriately for various instruments and vocal performances.
- **Acoustics & Optimization:** Capability to assess room acoustics and fine-tune sound for the best quality across different venues.
- **Software Proficiency:** Familiarity with industry-standard software, such as Pro Tools, QLab, and Dante networking.

GENERAL SKILLS/PROFICIENCY BY INDUSTRY

LIVE SOUND & SHOW PRODUCTION INDUSTRIES

**This is a general list of skills required in this industry, depending on your career choice not all skills will be required.*

Soft Skills & Career Management

- **Calm Under Pressure:** The capacity to make quick, effective decisions during live performances without a safety net.
- **Communication & Teamwork:** Working collaboratively with artists, technicians, and crew members to achieve production goals.
- **Organizational Skills:** Overseeing complex setups and adhering to tight schedules for loading in, soundcheck, and dismantling equipment.
- **Physical Stamina:** The ability to manage physically demanding tasks, such as lifting, loading, and setting up heavy equipment.
- **Attention to Detail:** Ensuring that every technical aspect is meticulously addressed for a seamless performance.

GENERAL SKILLS/PROFICIENCY BY INDUSTRY

INSTRUMENTAL CAREERS

**This is a general list of skills required in this industry, depending on your career choice not all skills will be required.*

Key Instrumental Skills

- **Technical Proficiency:** Mastery of one or more instruments, encompassing proper technique, finger dexterity, and physical endurance.
- **Sight-Reading & Notation:** Ability to swiftly read and interpret intricate musical scores.
- **Music Theory & Ear Training:** Comprehensive knowledge of scales, chords, harmony, and rhythm to enhance performance and improvisation.
- **Stylistic Versatility:** Ability to perform across a variety of genres, including classical, contemporary, and orchestral styles.
- **Improvisation:** Skill in improvising and adapting to diverse musical settings.

Professional and Soft Skills

- **Discipline and Practice:** Commitment to rigorous, consistent, and self-directed practice habits.
- **Studio Etiquette and Recording Experience:** Proficiency in working within recording studios, including familiarity with microphones and collaboration with engineers.
- **Collaboration and Communication:** Skill in working effectively in ensembles, alongside conductors, producers, and fellow artists.
- **Organization and Time Management:** Ability to manage schedules, prepare adequately, and meet project deadlines.
- **Marketing and Business Acumen:** Knowledge of music technology, social media, and self-promotion to cultivate a strong reputation.

MY CREATIVE CAREER PLAN TEMPLATE

BUILD YOUR PATH. OWN YOUR FUTURE.

Use this guided template to map out your creative future. Fill in each section honestly and clearly. By the end, you'll have a personalized action plan to launch your career in music, media, design, production, or the modern creative industries. Need help interpreting the results? Schedule your free Creative Career Exploration Session with Maitland [here](#).

SECTION 1: WHO ARE YOU?

1. What creative field interests you most?

- Music Production
- Graphic Design
- Photography
 - Video Production
- Animation
- Live Sound / Lighting
- Content Creation
- Fashion
- Entrepreneurship
- Other: _____

2. Why does this field interest you?

3. What natural talents or strengths do you have?

4. What do people often compliment you on?

MY CREATIVE CAREER PLAN TEMPLATE

BUILD YOUR PATH. OWN YOUR FUTURE.

SECTION 2: YOUR BIG VISION

1. Where do you want to be in 5 years?

2. What does success look like for you?

- Financial freedom
- Owning a business
- Working for a major company
- Touring / Performing
- Creating full-time
- Fame / Recognition
- Helping others
- Other: _____

3. What kind of lifestyle do you want?

MY CREATIVE CAREER PLAN TEMPLATE

BUILD YOUR PATH. OWN YOUR FUTURE.

SECTION 3: CAREER OPTIONS TO EXPLORE

Write 3 careers connected to your interests:

- 1.
- 2.
- 3.

Which one excites you most?

Why?

SECTION 4: SKILLS YOU NEED TO BUILD

What skills are required for your chosen career?

- Technical Skills
- Communication
- Marketing
- Leadership
- Networking
- Time Management
- Creativity
- Business Skills
- Other: _____

MY CREATIVE CAREER PLAN TEMPLATE

BUILD YOUR PATH. OWN YOUR FUTURE.

SECTION 5: YOUR BRAND & IMAGE

What do you want people to know you for?

Describe your personal brand in 3 words:

- 1.
- 2.
- 3.

Do you need to improve your online presence?

Yes No

What platforms should you build on?

- Instagram
- TikTok
- YouTube
- LinkedIn
- Website
- Portfolio

MY CREATIVE CAREER PLAN TEMPLATE

BUILD YOUR PATH. OWN YOUR FUTURE.

SECTION 6: YOUR FIRST MONEY PLAN

1. How can you make your first income in this field?
2. What service or product could you offer now?
3. What would you charge?
\$ _____
4. How many clients/customers would you need monthly?

MY CREATIVE CAREER PLAN TEMPLATE

BUILD YOUR PATH. OWN YOUR FUTURE.

SECTION 7: YOUR NETWORK PLAN

Who could help open doors for you?

- 1.
- 2.
- 3.

How will you connect with them?

- DM / Email**
- Attend Events**
- Volunteer**
- Ask for Advice**
- Referral**
- Social Media Engagement**

MY CREATIVE CAREER PLAN TEMPLATE

BUILD YOUR PATH. OWN YOUR FUTURE.

SECTION 8: YOUR 90-DAY ACTION PLAN

Month 1 Goals

Month 2 Goals

Month 3 Goals

What will you do every week?

- Practice**
- Create Content**
- Learn Skills**
- Network**
- Apply for Opportunities**
- Build Portfolio**

MY CREATIVE CAREER PLAN TEMPLATE

BUILD YOUR PATH. OWN YOUR FUTURE.

SECTION 9: ROADBLOCKS & SOLUTIONS

What could stop you?

- Fear
- Lack of Money
- Lack of Knowledge
- No Support
- Time Management
- Confidence
- Other: _____]

How will you overcome it?

SECTION 10: COMMITMENT STATEMENT

I commit to taking action toward my creative future starting today.

Name: _____

Signature: _____

Date: _____

MY CREATIVE CAREER PLAN TEMPLATE

BUILD YOUR PATH. OWN YOUR FUTURE.

MAITLAND CONSERVATORY FINAL QUESTION

If you had the right training, mentorship, and environment... how far could you go?

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