

■ MEDIA ARTS LAB

EMPLOYMENT APPLICATION

Summer @ the Lab

Date:	Position(s) applying for:		☐ Senior Counselor☐ Counselor☐ Counselor in Training (CIT)
PERSONAL INFORMATION			
Name:			
·			
Cell Pnone Number: Availability (days/hours):		Home Phone N	umber
EDUCATION HISTORY	Y		
School Attended	Years Attended	Completed?	Degree/Course of Study
Other classes or training:			
g			
EMPLOYMENT HISTO			
Please list three previous employe		cont and include a	conv of your rocumo
Employer/Company:	ers, starting with the most rec	cent and include a	copy or your resume.
	-		
Telephone Number:			
Dates of Employment:			
Reason for Leaving:			
Contact:			<u> </u>
Employer/Company :			
Address:			
Telephone Number:			<u> </u>
Position Held:			
Dates of Employment:			
Reason for Leaving:			
Employer/Company :			
Address:			
Telephone Number:			
Docition Holds			
Dates of Employment:			
Reason for Leaving:			
Contact:			

(Please fill out all sections)				
Please describe your experience in film production including equipment and software proficiency.				
	ent and how many months and/or years you have used each item: nop, After Effects, iMovie, Dragonframe, Pro Tools, Unity, Blender (etc)			
If you have any work you have produced viewable	online, please give us the web address:			
Tell us about any experience you have working wi	ith children and what ages you're most comfortable working with:			
What's something you alone can bring to Summe	r @ the Lab?			
For any position, please list any safety training you	u may have (CPR, etc):			
Reference:				
Relationship:				
(no relatives please) Telephone #:	Email:			
Reference:				
Relationship:				
(no relatives please) Telephone #:	Email:			
Signature (can be typed):				
By typing your name you have created an electron	nic signature as legally binding as your handwritten signature.			

Please fill out and return to Human Resources via: Email: jobs@burnsfilmcenter.org (Please put appropriate subject line according to website description)

Deadline: Please refer to www.burnsfilmcenter.org