The Art Effect empowers youth to develop their artistic voice to shape their futures and bring about positive social change. Based in Poughkeepsie, we help young people in the Hudson Valley explore, experience, and excel in the arts, introducing them to visual arts and media, giving them the opportunity to develop real skills in these fields, and guiding them towards achieving their academic and career goals.

The Art Effect’s MADLab program is seeking a teaching artist who specializes in sculpture, fabrication, and/or disciplines or media related to 3D outdoor installations.

The MADLab (Media/Arts/Design Lab) program is an afterschool and summer program focusing on teaching students ages 14 - 19 to develop workforce and career skills through a diverse range of arts, media, and design projects. MADLab participants develop both hard and soft skills by experimenting with various media and art-making techniques while exploring related careers. In 2020, MADLab youth will be working on arts-based place-making initiatives throughout the City of Poughkeepsie, including creating sculptures in public spaces.

The MADLab teaching artist duties include but are not limited to:

- Collaborate with the MADLab Coordinator and other staff to develop and teach cohesive and age-appropriate visual arts curriculum to high school age youth;
- Work with youth to translate student installation designs into feasible constructed environments that meet budgetary requirements;
- Mentor youth at varying skill levels to “get to the next step” whether in their art practice, college readiness, or career preparation;
- Engage students through visual arts projects in meaningful ways;
- Supervise and successfully manage students moving through a long-term, multi-step arts projects;
- Assist with student application processing as well as creation of programmatic materials such as rosters and visual arts education tools;
- Manage and work in a diverse team with an ability to think on your feet;
- Create visual arts projects (found object art, recycled and/or repurposed art, and urban design);
- Be a supportive community-based mentor and resource for youth;
- Assist the Program Coordinator in conducting interviews and selecting youth employees, tracking attendance, writing activity logs, and other administrative duties;
- Engage youth in a series of “Check ins” to monitor their well being and productivity;
- Periodically maintain contact with youth’s parents and guardians to keep them informed and updated on their child;
- Perform other tasks as needed.

This position is part-time (15-20 hours per week) during the spring and fall, and full-time (40 hours a week) during the summer. Hourly wage will be commensurate with experience and will be negotiated with the successful candidate upon hire.

An Ideal candidate will have:
- BA in the visual arts, arts education, or a related field (preferred but not required)
- Experience in working with high school-age youth from historically disadvantaged or marginalized communities;
- Experience in 3D Design, sculpture, installation or other relevant fields;
- Familiar with 3D modeling software such as CAD, SketchUp, or other similar software as well as with the Adobe creative suite;
- High energy and be able to inspire excitement in others
- Experience in working with power tools
- Background in painting/ illustration

To Apply: Please send a cover letter, résumé, and a link to work samples to angela@feelthearteffect.org