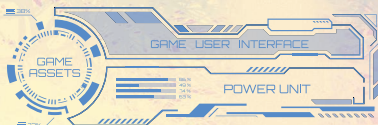




your job

— SEE IT. BE IT. —



LEVEL UP!

Unlock your future. Explore sneaker design, video-game production, and more, as you dream up the job that's just right for you.



GO YOUR OWN WAY

How can you find the career path that's just right for you? Career development expert Terina Allen shares her story and offers advice.


You get to choose your own career path—oh yes, you do! No matter where you start in life, you can develop a career you love.

I started thinking about the kind of life and career I wanted when I was about your age. First, I got overwhelmed. Then I got worried. All I knew was that I wanted a really cool job one day. I knew I didn't want to be ordinary, I knew I didn't want to be bored, and I knew I didn't want to be boring.

Sometimes, I was courageous. Sometimes, I was just plain scared. I was scared that I wouldn't get a real chance to shine because I didn't have money or connections to help me stand out.

You might have days where you feel scared, too.

You might feel scared that you'll fail. You might even worry about what will happen if you succeed. You won't be able to control many things that happen in life. But you can control yourself and manage your own path. You can make choices today that will help you live a life that makes you happy and proud.

Have you completed the Skills Explorer on the Your  Job website yet? Go to ti.me/skills and start there. Consider your results. Then dive into learning about different career options.

And remember this: You get to decide the best career path for your life. You get to choose. There is no right or wrong choice. There are many different options, and you get to decide your own best path.

COURTESY TERINA ALLEN



Cheresse Thornhill-Goldson sketches with students at the Adidas S.E.E.D. studio, in Brooklyn, New York.

COURTESY CHERESSE THORNHILL-GOLDSON; COURTESY ADIDAS (3)

COOL KICKS

Meet sneaker designer Cheresse Thornhill-Goldson, and visit ti.me/sneakers for more.

Imagine you're shopping for new shoes: What catches your eye? Cheresse Thornhill-Goldson wants to know. She's a sneaker designer who has designed footwear for athletes and many others. Now she mentors students to follow in her footsteps.

Thornhill-Goldson started drawing sneakers in fifth grade. Her interest in drawing led her to a high school for art and design, where she met a former student who had gone on to work for Nike. He showed her that designing sneakers could be a career. She got a job at Nike after graduating from college.

Today, Thornhill-Goldson works for Adidas S.E.E.D., a program for aspiring sneaker designers. It opens the door to students who might not otherwise find opportunities in design. "I know the power that one person can have to change someone's life," she says. "I want to be that for other people." —By Cristina Fernandez





This and the photo at top right are in-game shots from *NHL 22*. Andy Agostini (inset) works on the NHL development team at EA Sports.

Clint Oldenburg (left) chats with former NFL quarterback Peyton Manning. As part of his role at EA Sports, Oldenburg attends NFL games to analyze player performance. This helps him determine ratings for Madden.

GET IN THE GAME

Sports video-game producers manage teams and keep projects on track.

Someone who likes sports might dream of becoming a professional athlete. Someone who likes playing video games might covet a career as a professional gamer. For people who like both, there's a perfect third option: Consider a job as a sports video-game producer.

Andy Agostini and Clint Oldenburg are video-game producers at EA Sports. Video-game producers are the people who oversee the entire process of creating a video game. They manage a team of programmers, designers, and artists to make sure a new product is developed successfully. Agostini is a producer on the National Hockey League (NHL) game-development team. Oldenburg, a former National Football League (NFL) player, works on the Madden video-game team.

While growing up, both Agostini and Oldenburg loved playing video games, but neither thought about turning that love into a career. "When I was a kid, video games were sort of starting up," Agostini says. "I never thought I would become a video-game producer."

Both say their favorite part of the job is working

with their teammates. "We have people with so many skill sets," Oldenburg says. "I feel like I'm working with the smartest and most creative people in the world."

Agostini agrees. "The people I work with are so bright and creative," he says.

The hardest part of the job? Both producers find the key challenge to be the time crunch of producing a new game by its determined deadline. "We have so many great ideas we want to do in our games, but we only have a limited amount of time to do it," says Oldenburg.

Agostini has advice for kids who aspire to become video-game producers: There's no one path to take. "There are a lot of industries attached to video games," he says. "You don't have to be a programmer to be a producer."

Oldenburg has advice for kids, too. "Start getting ideas of what you like and don't like about games," he says. "And there are also many resources online to teach yourself how to create. . . . Creating is a skill."

—By TFK Kid Reporter Ethan Zhang

GET MORE ONLINE

Whether you're into sports, space, or something else, check out the Your  Job site, at timeforkids.com/your-hot-job. Discover possible

career paths with articles, videos, interviews, reading and watching lists, and more. What does your future hold? —By Allison Singer



ASK AN ASTRONAUT

Using artificial intelligence and voice-recognition software, we're connecting you to people in the careers you're curious about.

How do astronauts train? What's it really like up there in space? Use our special software to talk to Terry Virts, a retired NASA astronaut.

Hot tip: Ask him what superpower he'd like to have!



NASA

TAKING FLIGHT

Freelance drone operator Nikolai Zychowicz, 20, has been flying drones since he was 10. It's a passion that started with "cheap little helicopters that break after two flights," he says. After saving up for an "actual, usable drone," Zychowicz was hooked. Drones brought together his interests in photography and flying.



COURTESY NIKOLAI ZYCHOWICZ



BY THE NUMBERS

When Gil Bransford was a kid, he dreamed of being a sports announcer at ESPN. Bransford achieved his dream of working at ESPN, but not as an announcer. He's a sports statistician, one of the people behind the camera during live broadcasts or sports-news programs. His job is to study the numbers and tell a story with text or graphics.



COURTESY GIL BRANSFORD

MINDY'S WORLD

In this video, actor and writer Mindy Kaling shares what inspired her to start her own production company, in 2012. "I just like the worlds that I create, and I want to see more of them out in the world," she says. "A lot of times, that means seeing unrepresented groups and getting to hear their stories."



STEFANIE KEENAN—GETTY IMAGES FOR GOLD HOUSE



MEET NYLA HAYES

Teen artist Nyla Hayes has built a million-dollar business by selling her hand-drawn digital artworks as NFTs. In May, she answered questions during a live event hosted by Rocket Club, an entrepreneurship and STEAM program for kids. Watch a replay, and

keep an eye out for information about joining our next live event.



COURTESY NYLA HAYES

EARTH ARCHITECT

Pamela Conrad has always loved playing in the dirt. Today, she's a landscape architect at CMG Landscape Architecture, in San Francisco, California.

Conrad always considers the environmental impact of her work. "I feel quite lucky that I have the skills and training to help do something about climate change," she says.



CMG LANDSCAPE ARCHITECTURE