



urban
arts

2023

NATIONWIDE EXPANSION

Looking Forward

welcome.

At the beginning of FY23, we were working in two states—New York and North Carolina. By the end of the year, we had built partnerships with schools in seven new states: Arkansas, California, Florida, Georgia, Nebraska, Texas, and Washington State. How did this happen?

Six years ago, we decided to move away from providing broad arts education services in order to focus our mission on teaching underrepresented students the art and technology of digital game development. Why?

We saw an opportunity to forge a path in a field with immense growth potential. Gaming is now a \$200 Billion dollar-a-year industry—and growing. In 2017, though, this material was only being taught at top private colleges like New York University, University of Southern California, Rochester Institute of Technology and Carnegie Mellon. And in K-12 education the opportunity for underrepresented students to study game design was virtually non-existent. Since then, Urban Arts has worked hard to level the digital playing field so all students may define their futures.

Today, our bet is paying off. We've helped thousands of students earn robust skills that the growing technology industry needs—expertise in programming languages, animation software, music production, storytelling—paired with experience in project management, collaboration, leadership and creative thinking, essential for the future of all work.

100% of the graduates of our advanced courses have matriculated to 4-year degree programs at colleges nationwide with more than \$16 Million in scholarships. Now these graduates are beginning to secure jobs in the gaming industry, like Amadou Diallo, Class of 2019, at Amazon.com Inc. in Seattle.

We've partnered with the New York City Mayor's Office of Media and Entertainment and The City College of New York to create the first-ever, 4-year public undergraduate Digital Game Design degree ensuring broad access for all students.

And our signature game-based AP curriculum, aligned with the College Board's AP Computer Science Principles Course, is capturing the imagination of students and teachers in nine states across the country—encouraging thousands more students from low-income communities to pursue STEM fields.

There's more to come. We are just getting started. If you've been with us on this journey, thank you for supporting us along the way. If you are learning about us for the first time, please join us as we open up new worlds for diverse youth.



Our Game On curriculum (see page 7) has expanded to 9 states nationwide. We started in New York, whose official state mammal—the beaver—is also its largest rodent. (NYC citizens: *Hmm...*)

“The intersectionality of creative content and digital skills is the perfect formula for success in the future.”

—Hilary Smith, NBCUniversal

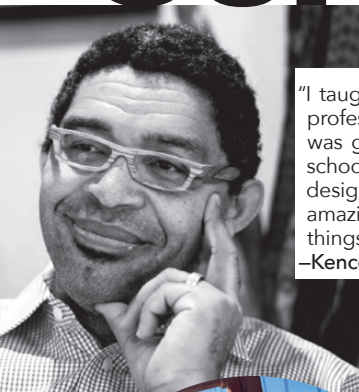
Elyse Dreyer
Board Chair



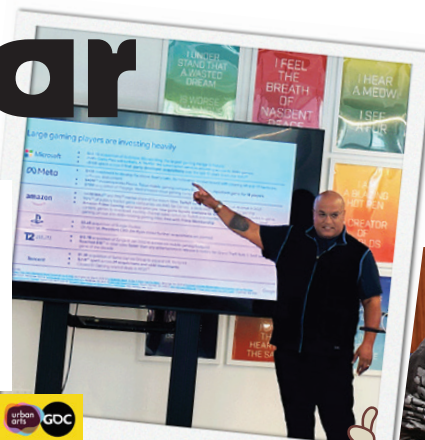
Philip Courtney
CEO



our year



"I taught this class to professionals I didn't know if it was going to work [for high school students]. And they designed some of the most amazing AI I had ever seen, for things that I wouldn't think of..."
-Kence Anderson, Microsoft



Our Game On curriculum is in Texas, whose state dish is chili con carne, a cowboy stew made with dried beef and dried chilies but *no beans*.



TODAY!
FRIDAY MARCH 24
10:00AM - 11:00AM

REIMAGINING GAME INDUSTRY EDUCATION: BOOSTING TALENT PIPELINE & CAREER OPPORTUNITIES
Presented by Microsoft

PHILIP COURTNEY (MAYOR)
JOSH REYNOLDS (MICROSOFT)
ALIA JONES-HARVEY (MAYOR'S OFFICE)
JESSICA LINDL (UNITY)
GORDON BELLAMY (USC)



DEC 22 Kence Anderson, OG A.I. at Microsoft, teaches our students his demanding course on **Designing Autonomous Artificial Intelligence**. Kence wants to democratize AI & use it as a lever for social justice. 93% of students said that this experience impacted their career plans.

JAN 2023 Thank you to the **Wayfarer Foundation** & Steve Sarowitz!

Mentoring Month! Thank you **Take-Two Interactive, Bad Robot, Zynga, Hasbro, Paramount, NBCUniversal, Roku** for investing in the future with our students.

Alumni trip to SanFran to visit **Unity** HQ & meet with CEO John Riccitello. Ever committed to educational programming, these East Coast youth also enjoyed their first In-N-Out burgers.

FEB 23 **Leo Olebe, Global Head of Gaming at YouTube** comes over! He blew open the world of gaming, exposing our students to the dynamics of the entire industry.

MAR 23 **Color Ball #iykyk** 🤪

Gaming Pathways, the high-school track to a public-option degree in Digital Game Design, hosts **Unreleased Games Arcade**.

Games Developers Conference is the game industry's premier

professional event, championing game devs & the advancement of their craft. CEO Philip Courtney & Board Member Josh Reynolds (**Microsoft**), with Jessica Lindl (**Unity**), Gordon Bellamy (**USC**) & Alia Jones-Harvey (**Mayor's Office**) present an equitable vision for the future with *Reimagining Game Industry Education: Boosting Talent Pipeline & Career Opportunities*

Hasbro x Urban Arts Meet Up—breaking the *Monopoly* on how game designers go from concept to production.

We present at the 2023 Assistance for Arts Education Project Directors' Conference, hosted by the **US DOE**.

APR 23 Our students presented their game at the **2023 Waffle Games Expo**. Folx were shocked to learn our students were still in high school.

Urban Arts & **The Facing History School** have joined forces to prioritize arts + tech in their school community with a recently opened a state-of-the-art tech lab. Students are developing digital portfolios through the **Gaming Pathways** initiative.

Thank you to the **NEA Foundation** for honoring Urban Arts with the 2023 **FNBO** Award for Outstanding Service to Public Education. CEO Philip Courtney spoke at the annual

Salute to Excellence in Education Gala in DC May 5. "Thank you, Sara Sneed, the NEA Foundation & FNBO for this tremendous award. It is an honor to be in the company of such distinguished recipients." (Like the NAACP, Billie Jean King & Sesame Street Workshop!!!!!!)

MAY 23 **100% College Acceptance & Matriculation**

Giant digi-apple for **Teacher Appreciation Week!**

Urban Arts is approved for a \$60,000 Grant for Arts Projects award from the **National Endowment for the Arts**

JUN 23 Proud to be included in the **Minecraft x Microsoft Battle of the Boroughs**. NYC Summer of Games!

The 2023 **PACOA** Classic in full swing at the Old Westbury Golf & Country Club! Massive thanks to Board Member Steve Geismar for throwing this *baller* event each year.

Big thanks to **Paramount** for making us look so fire! Volunteers (& Ronny the dog) got us student-ready!

The Urban Arts Arcade has *everything.* Nearly 300 people (!!!) joined our Flatiron Learning Lab & Twitch stream to support our Studio Teams as they presented their final games to industry pros from

Rockstar & Respawn for real-time feedback. Manny Hagopian, CD at Respawn: "The way you support each other is fantastic!"

JUL 23 **GAMES FOR CHANGE** (monster truck voice) CEO Philip Courtney on a panel at Games for Change in NYC July 18

Shout out to **Roku** for their 6-week internship this summer! Roku's Social Impact team partnered with our rising high school seniors to provide hands-on work & training essential to future successes.

Videogames are an art form, a source of entertainment—& a business valued at a staggering \$200B. We're grateful to our corporate partner **Nintendo America** for hosting The Business of Games roundtable, generating access & exposure to the enterprise behind the industry.

Aug 23 **Summer Camp!**

AP Conference Seattle—Urban Arts made the grade at the Advanced Placement Annual Conference sponsored by the **College Board**

Sep 23 **Back to School!**

Women in Tech finalists!

numbers

OUR STUDENTS

90%
Low-Income Households
92%
Students of Color
50%
Identify as Female
10% Gender Nonconforming

300+

Students in our after-school program spend 300+ hours learning game design, coding, narrative writing, animation and storytelling.

100%

of students in our advanced program matriculated to college

\$16,000,000

Students in our advanced program have earned \$16M+ in scholarships since 2017

95

We have secured national impact through our Game On AP CompSci program—serving 9 states!

100%

of our Game On AP CompSci teachers reported feeling more confident with AP CompSci content through game design.

100%

of our advanced students create a portfolio of games and digital artifacts—often with playtesting and feedback from industry experts.

5 recent graduates received *full-ride* college scholarships

65%

growth in mentorship pairings for our students with industry professionals

93%

of students in Gaming Pathways reported increased interest in further game design and computer science education and careers.

28

members in Gaming Pathways Education Advisory Board, including reps from Unity, Hasbro, Paramount, Microsoft and more.

15

alumni were hired at Urban Arts as Teaching Assistants, Junior Faculty and Faculty



Our Game On curriculum is in Washington State, where pickleball was created on Bainbridge Island in 1965.



ARCADE 2023
Studio SCAPULA (Aissaiyah, Amy, Ceyda, Elyjah, Logan, Megan, Nicole, Tarin) built SOLAR CYBERRUSH this school year in Mock Studio. Aissayah (in cap and gown) skipped his high school graduation to participate. He got a blast of Pomp & Circumstance—and a custom Urban Arts diploma!

financials



Our Game On curriculum is in Georgia, whose state veggie is the Vidalia Sweet Onion.

(\$ IN THOUSANDS)	FY22 (AUDITED)	FY23 (UNAUDITED)
REVENUES		
GOVERNMENT	3,365	3,826
EVENTS, INDIVIDUALS & EARNED REVENUE	1,869	1,700
CORPORATIONS	1,127	714
FOUNDATIONS	1,166	760
TOTAL REVENUES	7,527	7,000
PROGRAM	3,995	4,374
MANAGEMENT	780	973
FUNDRAISING	590	1,159
TOTAL EXPENSES	5,365	6,506
NET INCOME	2,162	494

For FY22, our most recently audited fiscal year, we grew our revenues by 23% to \$7.5M as we increased our programmatic reach and brought on many new partners. Earned Revenue continued to grow, as did contributions from Foundations. 57% of the funds raised in FY22 were from private sources and 43% from public. Building on FY21's success, in FY22 we became more efficient, spending 80% of our budget on programs, compared to 71% in FY21. \$1.6M of our \$2.1M FY22 surplus are funds allocated to be spent in FY23.

In FY23, our most recently completed fiscal year, we secured \$6.8M in revenue, partly due to focusing our programmatic approach and shedding legacy programs, as well as a result of the downturn in the economy. 56% of the funds raised in FY23 were from public sources and 44% from private. Our unaudited surplus is \$494K including \$211K in investment dividends and gains.

Our estimated Total Net Assets as of June 30, 2023 were \$6.6M including \$5.6M in retained earnings and \$453K in temporarily restricted assets.

game on



Our Game On curriculum is in Florida, where the official soil is Myakka Fine Sand.



Field trip! Queens teacher Steven Velez's class visits Urban Arts Learning Lab. Right, work from Game On students Daniel (top) and Justin (bottom).

In December 2021, Urban Arts won a transformational \$4M Education, Innovation and Research grant (EIR) from the U.S. Department of Education.

This grant—Game On—was to expand our work in New York City and in North Carolina, increasing student access to computer science education and specifically preparing them to pass the rigorous Advanced Placement Computer Science Principles (AP CSP) exam. With independent evaluator WestEd and our industry partner Unity we developed a game design-focused AP CSP curriculum.

As of today, our two-state plan has ballooned into 9 states, including Arkansas, California, Florida, Georgia, Nebraska, Texas, and Washington, with active teacher investment and research in collection.

According to the Bureau of Labor Statistics, careers in computer and information technology are projected to grow 11% from 2019 to 2029, faster than the average for all occupations. Still, women and people of color are grossly underrepresented in the creative tech workforce and beyond across nearly all industries. “This program pairs creative and technical skills as students

collaborate, problem solve, and lead. We’re thrilled to develop future leaders and creatives, providing students with a meaningful foundation for college and careers,” says Amy Patterson, Chief Program Officer at Urban Arts.

Through a blended professional learning model, Game On teachers are supported in teaching AP CSP through a rigorous, engaging curriculum that gives student creators access to Unity technology. “Game On empowers the creative and logical to perform at high levels,” explains Gary Andersen, a recent Game On participant and high school teacher from Kannapolis, NC.

The evidence-based Game On curriculum allows students to shape and change the world around them through dynamic games, complete with original art, music, and storytelling elements. While developing their own video games, students gain the knowledge and skills required to pass the AP CSP exam.

“Urban Arts and Unity have a shared belief that all students should have access to a quality education, regardless of their zip code,” said Jessica Lindl, Vice President, Social Impact at Unity. “We’re honored and humbled to be able to donate our resources to organizations like Urban Arts who are creating innovative STEAM programs that prepare students for the jobs of tomorrow.”

Thank You! - Schrödinger Studio



ARCADE 2023
CAN YOU SNAP? CAN PAUNCH?! Studio Schrödinger (Diego, Irene, Katie, Kevin, Leo, Samaa, Sydney) built IN A SNAP with teamwork, collaboration & all the tech skills necessary to make a fully-functioning game. ART, GAME DESIGN, PRODUCTION, PROGRAMMING, DIRECTION—all the jobs are full STEAM ahead in Mock Studio.



color ball



NO SLEEP TIL ZIEGFELD

The Urban Arts Color Ball, the most dynamic gala of the season, once again broke fundraising goals in a single Wednesday evening last March. The event was awash in color & shine with splashy dopamine dressing, sky-high energy & stacked with diverse powerbrokers from tech, finance, art, & media. Thanks to our partner Microsoft and Honoree Tammy Levine. Thank you to artist Timothy Goodman for his stellar live-draw during cocktail hour. And finger snaps & thank yous to our Color Baller of the Year Big Freedia who freestyled over her—& Beyoncé’s—hit “Break My Soul” in a storm of confetti. #bounceforthechildren

“I am truly honored to be celebrating with such a wonderful organization & amongst all of you students! For me as a young kid from the streets of New Orleans in the 80s, I was different... Creativity was an outlet that nourished me. So find what nourishes you. Whether it’s coding, computers, calculus, or painting—doesn’t matter what it is... Here’s to finding your passion & like my momma always taught me—go out there & be yourself.”

Congratulations to Giselle Muriel, Nagler Scholar 2023 who made everyone b-a-w-l. We’re so grateful for the advocacy of such good people. Deep breath because we are full STEAM ahead. #iykyk Want a piece of this j-o-y? Save April 16, 2024 & contact Genevieve to stay high-key.

APRIL 16 2024

SAVE THE DATE

Genevieve@UrbanArts.org



[LAST YEAR’S GALA IN 90-SECONDS](#)



thank you

Our Game On curriculum is in North Carolina which produces more sweet potatoes than any other state.



Urban Arts Supporter Levels

\$500K & above

NYC Department of Education
US Department of Education

250K-499K

AT&T
NYC Mayor's Office of Media &
Entertainment
Tides Foundation on behalf of Unity
Technologies

100K-249K

Booth Ferris Foundation
Charles Hayden Foundation
Google
NBCUniversal
Pasculano Foundation
Pinkerton Foundation
Wayfarer Foundation

50K-99K

Altman Foundation
Bank of Montreal
Bill & Amy Conway
Four Friends Foundation
Hasbro
National Endowment for the Arts
New York State Council on the Arts
Niclas Nagler
Paramount Global
Siegel Family Endowment
Steve & Clara Geismar
Take-Two Interactive
William R. Kenan, Jr. Charitable Trust

25K - 49K

Bigglesworth Family Foundation
Capital One
Elyse & Anthony Dreyer
Glenn W. Bailey Foundation
Google Play
J.E. & Z.B. Butler Foundation
Kaya Chwals & Walter Lee
Lamb & Barnosky
Nintendo
PwC Charitable Foundation, Inc.
Roku

10K-24K

American Eagle Outfitters Foundation
Charles Freiberg & Andrea Alfano
Damany Weir
Dan & Jenny Pelson
Keeling Berman & David Knott
Deloitte & Touche
Find Your Light Foundation
Fisher Brothers
General Atlantic
Goldman Sachs
Gregory Freiberg
Justin Sunshine
Kim Klever
Kofi Gyekye
Leroy Neiman & Janet Byrne Neiman
Foundation
Marc & Lisa Pensabene
Martha & Richard Handler
Monica Nagler Foundation
Neisa & Michael Maute
Nicholas B. Ottaway Foundation
NYC Department of Cultural Affairs
Rachel Aschalew
Rekha & Jonathan Waggoner
Respawn Entertainment

Rosie Amodio & Robert Rosenberg
TD Charitable Foundation
The Glenn Markman Foundation
The Hyde and Watson Foundation
Tom & Mary Menard
Ulrika Citron

5K-9.9K

Amy Treitel
Brian & Andrea Ziegler
Chris Garrity
Derek Benham
Harvey Gerstman
Herbert & Svetlana Wachtell
Island Capital Group
Jack & Judith Stern
Janice Burke
Jenn & Mark Redman
Karin Drakenberg & Scott Goodson
Kickstarter, PBC
Mary Zachman
Matthew Silvia
NEA Foundation
Neel Parekh
Open 4 Business Productions
Robert Chisari
Wells Fargo Capital Finance

1K-4.9K

Abby Brody
Alan Freeman
Benjamin Stuart
Bianca Tennyson
Big Freedia Touring
Bill Habelow
Brown Advisory
Carly Berlin
Caroline Hoffman
Cesar Ruiz

thank you

Our Game On curriculum is in California, whose state fabric is denim. The jeans industry employs tens of thousands of people and uses California cotton.



Chad Rocco
Charles Sommer
Cheri Anderson
Dan Kaufman
David Bernstein
David Steuerman
Diane Alfano
Doreen Lilienfeld
Eddie Cohen
Edith Gutierrez-Hawbaker
Eliza Madison
Erik Gensler
Fletcher Gregory
Frank Galleshaw
Gary Levinson
Heena Shah
James Parise
Jami Vibbert
Jane Levine
Jim Hoffman
Joe Dawson
Joe DiPiero
John McLaughlin
Josh Pincus
Josh Reynolds
Karen Shosfy
Karlene Joseph
Katrina Dibbini
Keith Gutstein
KeyBank National Association
Lillian MacCartney
Lou & Roger Keating
Lou Oleksy
Maier Foundation
Marc L. Hamroff
Marcus Asner
Marissa Dent
Marytere & Carlos Garza
Matt Aleksinas
Matthew Weinstein
Meher Rabbani
Melisa Brower
Mia Seder

Michael Beaudoin
Michael Mitchell
Mike & Lauren Hanin
Nate Smith
Negarin Sadr
Nick Demas
Nikki Mintz Brown
Nina Beattie & Michael Eberstadt
Paul Deniken
Peter Levy
Philip & Christine Courtney
Rachel & Ronnie Wexler
Rebecca & Mo Baadarani
Richard & Carrie Gaudino
Richard Raschke
Samuel & Mia Funt
Sarah Martin
Scott Starrett
Sergio Vargas
Stephanie & Drummond Berman
Stephen Sipola
Thaddeus & Jenn Rudd
Tim Doherty
Todd Bielen
Tony Da Silva
Triangle Community Foundation
Troy Bilyeu
Vince & Brooke Goren
William Wentworth

Up to 1K

Aaron Siegel
Adam Abeshouse
Alana Selkowitz
Albert Dankwa
Alfred Ojukwu
Alyce Alfano
Amanda DeVaulx
Amy Brandt
Amy Fulford Schmidt
Andre Caraco
Andrew Sommer

Antoine Simones
Ariana Caplan Marra
Arthur Kohn & Lian Fang
Atay Kizilaslan
Aubrey Dasque
Ava Volandes
Benjamin Maldonado
Bill Laramy
Black Iris
Briana Garcia
Cara Gentile
Carly Baxter
Cathy Rubenstein
Cecilia Granda
Chanel Ward
Chima Joseph
Christeline Velasquez-Roso
Christian Veneziano
Christopher Cho
Claire Kim
Cortney Harding
Daniel Mehaffey
Danny Goetetz
Dar Shah
David Veronneau
Deanna Wagner
Deborah Capone
Desiree Zayas
Diana Meisinger
Drs. Usha & Shashi Patel
Dyan Flores
Elenni Davis Knight
Elia Einhorn
Elizabeth Finston
Elizabeth Knickerbocker
Emily Billington
Emily Dawson
Eric Folks
Fengyu liu
Fiorella Kibongui
Gary Jaffe
Genevieve King
Geoff Renaud

thank you

Our Game On curriculum is in Arkansas, whose official folk dance is the Square Dance.



Grant Johnson
Gregory Miller
Harry Karamitopoulos
Hether Danforth
Ian Jarvis
Ingrid Petri
Jack Houlihan
Jackie Campbell
Jared Karpf
Jason Baruch
Jay Miolla
Jay Slavsky
Jeff Stubins
Jeffrey & Amy Levy
Jeffrey Tseng
Jennifer Ashiru
Jennifer Guenther
Jenny Wipf
Jeremy Lejeune
Jessica Garcia
Jose Blackorby
Joseph DiSalvo
Josh Bailin
Joshua Price
Julie Fajgenbaum
Justin Baadarani
Justin Covell
Karim Koita
Kat Bodey
Katelyn Uzquian
Kathleen Elie
Katie Better
Kevin Leichter
Kim Christ
Kimberly King
Kristina Gerschel
Lauren Toub
Lena Kaplan
Lily Oei
Linda Allman
Linda Hess
Linda Pan
Lori & Mark Ryan

Lukas Davies
Mackenzie Marsh
Mark Otto
Martes Feldman
Mary Ann Fontana
MaryJo & Chip Dawson
Mattie Reynolds
Maxime Baillet
Mel Gerstein
Michael Amendola
Michael Flaherty
Michael Galleshaw
Michelle Richburg & Darren Bivins
Miral Kotb
Muzzy Rosenblatt
Nathan Geddie
Nathaniel Waisbrot
Nick Alfano
Paul Engman
Peter Hanley
Rebecca Benham
Rebecca Silver
Renata Ruiz
Richard Morin
Rick Belzer
Romina Rugova
Sabrina Spina
Sami Cohen
Sangita Karra
Santiago Neville
Sara Perkins
Sas Simon
Shannon Slavsky
Shefali Shah
Simone Genatt
Stefanie Kohn
Steve Scott
Steve Strauss
Steve Synnott
Susan Novick
Susan Perlbachs
Tamara Spinner
Teddy Price

Thanchanok Chen
Thomas Livaccari
Tiffani Johnson
Tim Cobb
Tyler Butler
Veena Mosur
Victoria & Stephen Wexler
Victoria Woo
Vonna Ewing
Walter Burr
Wayne Price
WD-40 Company
Will Casey
Winter Bros. Waste Systems
Yaritza Villalba
Yoni Kalin
Zachary Price

“What sets Urban Arts apart is the students. Every student I have met and mentored at Urban Arts has been such an amazing individual to get to know. Partnering with Urban Arts has been a phenomenal experience. It allows us to build better leaders through the mentorship program, and drive programs that are important to us as an organization.”

—Madlyn Del Monte, Paramount

leadership

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Niclas Nagler
Nagler Productions Inc

Dan Pelson
Area 15/Fisher Brothers

Josh Reynolds
Microsoft

Taneka Stevenson
Apple

Benjamin Stuart
Bank of Montreal BMO

Bianca Tennyson
Google

Chair Emeritus
(2008 - 2017)

Neel Parekh
Clave

(2017 - 2020)

Nate Smith
GHX

Advisors

Sinjin Bain
Tencent America

Gordon Bellamy
University of Southern California

Joe Dawson

Therese Gamba
NBCUniversal

Renee Gittins
Stumbling Cat, International Game
Developers Association

Our Game On curriculum is
in Nebraska, whose Little
Bluestem, the state's native
prairie grass, grows
throughout the Plains.



Creative Professionals Board

Jennifer Ashiru

Kat Bodey
Rockstar Games

Sonia Doshi
The Walt Disney Studios

Edith Gutierrez-Hawbaker
Te Lo Juro Collective

Yoni Kalin
Spark Media

Katie Lacz
Goldman Sachs

Jason Lee
Evercore

Liz Masucci
Filmmaker

Lily Oei
Martian Arts

Andrew Ren
Coefficient Capital

Heena Shah
Valani Atelier

Scott Starrett
Composer

“Having attended several of their galas, hearing the students talk about their passion, their hopes and dreams for a career in the industry is incredibly inspiring. There is no doubt in my mind that Urban Arts is preparing these students for a bright future that is truly limitless.”

–Alan Lewis, Take-Two Interactive

urban arts

real futures for real students

HIGH SCHOOL TO COLLEGE



Sydney, freshman, Barnard College, Neuroscience



Mabel, sophomore, Fordham U, CompSci



Soliat, freshman, Clarkson, CompSci



Daquan, senior, Hunter College, Game Design and Production



Ceyda, freshman, Columbia U, Mechanical Engineering



Kimari, senior, NYU, Game Design, Intern, Second Dinner



Aissayah, freshman, Drexel U, Game Design



Giselle, freshman, Barnard College, CompSci

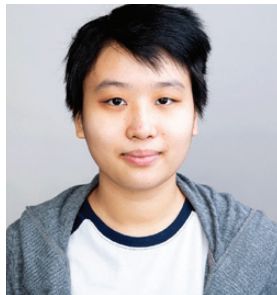


Rocco Wu, University of Southern California, 100 Thieves

COLLEGE TO CAREER



Geneva, former student, NYU grad, now at Veritable Joy Studios



Lily, former student, Urban Arts Teaching Assistant



Benicio, former student, Urban Arts Teaching Assistant



Wynta, former student, Urban Arts Full-time Faculty



Darcelis, former student, NYU grad, Urban Arts Full-time Faculty, 2023 IndieCade Finalist

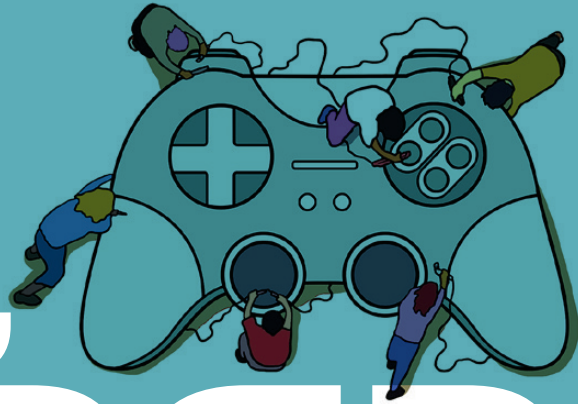


Amadou, former student, NYU grad, now at Amazon.com



Mario, former student, Urban Arts Teaching Assistant

urban
arts



thank
you

2023