

Jaden Andrea

Art Director, Art Team Manager, Sculptor

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Professional Summary

Innovative Art Director and Multidisciplinary Artist with 10+ years of experience bringing immersive and interactive experiences to life. Excels in concept development, visual design, and execution of compelling creative products through strong team leadership and cross-functional collaboration.

Professional Experience

[Unannounced Project] — Los Angeles, CA

Character Sculptor, Creative Figurine & Product Concepts • May 2026 — Ongoing

- Developing 3D concept direction for an illustrated character in an upcoming product series and immersive entertainment experience.
- Iterating concepts through mood boards, sketches, prior art, and collaborative review sessions.

Bloomsbury Fine Art & Antiques — Portland, OR

Painting & Sculpture Restorer & Conservationist • January 2025 — Ongoing

- Handling, cleaning, repairing, and restoring antique paintings, ornate frames, and sculptures across historic and contemporary materials.
- Performing advanced patching, filling, gluing, and color/texture matching to make damage minimally detectable.
- Applying style matching from classical to modern techniques and reconstructing missing sculptural/frame detail with historical context.

Hi-Orbit Games (Wild Heart Ranch) — 29 Palms, CA

Creative Technologist, Engineer, & Fabricator • May 2024 — Nov 2024

- Designed circuits and Arduino code and fabricated interactive housings for escape room props, puzzles, and scenic elements.
- Built and reflashed collaborative long-distance electronics work and integrated hardware into thematic physical forms.
- Designed custom PCBs and integrated effects into proprietary show control for high-throughput guest experiences.

Gather (gather.town) — Fully Remote

Art Director; Art Team Manager; Senior Pixel Artist (IC) • Dec 2020 — Dec 2023

- Led visual direction across avatars, virtual offices, and core content systems in a fast-scaling startup environment.
- Managed artists and contractors while defining quality standards for perspective, palette, diversity, and texture.
- Partnered with Product, Engineering, Marketing, and Executive teams to align creative output with growth goals.

Escape Industries LLC — Fully Remote

Designer, Concept Artist • May 2020 — Aug 2020

- Produced concept and production visuals for escape room props, puzzles, and sets.
- Managed remote fabrication technicians and supported delivery from concept through install.

Education

Rhode Island School of Design (RISD) — BFA, Sculpture / Interior Architecture (2013 — 2018)

European Honors Program, Rome, Italy (2016 — 2017)

Fire Walk with Us, Menorca, Spain (2023)

Skills

Adobe Photoshop, Illustrator, InDesign, Firefly, Procreate, Aseprite, Pixaki • Fusion 360, AutoCAD, KiCAD,
Notion, Figma • GitHub, Linear