JADEN ANDREWS

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PROFESSIONAL SUMMARY

Digital Arts & Media Design student at Penn State specializing in interactive media, game design, and visual storytelling. Experienced in building narrative-driven games, 3D environments, and responsive digital content through academic, professional, and personal projects. Strong collaborator with a focus on iteration, emotional design, and user experience, bridging creative concept with technical execution.

PROJECTS

Quiet Hours | Narrative Game (Unity)

Designed and developed an environment-driven narrative game centered on presence, care, and emotional pacing. Led the creation of interactive ritual mechanics, progression systems, and world-response behaviors that reflect player choices. Built and lit 3D environments to support mood-driven storytelling, emphasizing atmosphere, pacing, and player immersion.

Rapid Rush | 3D Game Project (Godot)

Developed a physics-based raft-building system using modular components that dynamically respond to player actions. Implemented scoring systems, time pressure mechanics, and real-time player feedback to create tension and momentum. Iterated through playtesting to refine flow, balance difficulty, and reinforce emotional stakes.

Starstep | Puzzle Platformer Prototype (Unity)

Designed a movement-based puzzle platformer focused on spatial memory and precision. Created low-poly environments and a cohesive visual style to support clarity and readability. Balanced puzzle difficulty through iterative playtesting, refining progression and player onboarding.

EXPERIENCE

Part-Time Web and Social Media Content Specialist

Nov 2025 - Present

Schreyer Institute for Teaching Excellence | University Park, PA

- Manage and update the Schreyer Institute website, implementing HTML and CSS edits, publishing new content, and maintaining multi-page site accuracy based on faculty and staff requests.
- Design and deploy custom web graphics and page assets to support program updates, announcements, and initiatives, following Penn State brand and accessibility standards.
- Lead content and visual management across LinkedIn, Instagram, and two Facebook accounts, creating platform-specific graphics.
- Collaborate directly with consultants and staff via email to interpret content needs, translate requests into visual and technical updates

Front Desk Assistant

Oct 2023 - 2025

Penn State Commons Desk | University Park, PA

- Managed visitor services, communications, and administrative tasks in a high-traffic environment
- Developed strong professional communication and problem-solving skills

EDUCATION

B.DES - Digital Arts and Media Design   May 2026

Pennsylvania State University, University Park, PA   GPA: 3.8/4.0

- Emphasis in **Interactive Media**, focusing on game design, 3D environments, and visual storytelling
- **Portfolio-driven curriculum** emphasizing interactive systems and experiential design