

# ANDREA NICE



## Art Director for Entertainment and Experiences

### QUALIFICATIONS

Andrea is an art director and scenic designer who has extensive experience in the themed entertainment industry with a background in theatre. She is responsible for conceiving of and implementing creative designs from blue sky concept through to fabrication and installation. Her work includes design and art direction for experiential design, theatrical design and theme parks in Hollywood, Florida, the Middle East, Japan and China. She understands the interplay of artistic intent, fabricated show elements, venue and guest experience. Andrea works closely with clients, design staff, architects, technical designers, ride vendors, domestic and international subcontractors and in-house fabrication departments on a regular basis.

### PROFESSIONAL EXPERIENCE

#### **Adirondack Studios 2016 - Present – Notable Projects:**

Meow Wolf KTX Design and Fabrication – Houston, TX – In-house Art Director/Design Manager  
FISU World University Games Torch and Cauldron 2023, Lake Placid, NY – Art Director  
Hershey Park Dark Nights Halloween Experiences, Hershey PA, Production Art Director  
Adventure Island Theme Park Expansion Concept Design, Zhejiang, China, Art Director  
Evergrande Fairy Land Castle, Guiyang, China, Art Director  
Brookfield's Citroviva Lemon Garden at Manhattan West, Art Director  
Dynamic Attractions' Sky Fly: Soar America; Fly Theater in Pigeon Forge TN, Design Lead  
Midnight Theater NYC Concept Design, Design Lead  
Avenger's Campus, Disney California Adventure, Design Lead  
Nintendo Land "Mario Kart", Universal Studios Osaka, Design Lead  
AECOM Transformers Area Development, Universal Studios Beijing, Design Lead  
Minionland, Universal Studios Beijing, Design Lead  
Illumination Theater "Sing on Tour", Universal Studios Beijing, Design Lead  
Illumination Theater "Sing on Tour", Universal Studios Japan, Design Lead  
National Geographic "Ocean Odyssey", SPE Associates, NYC, Design Lead  
The Great Shrek Adventure, Motiongate Theme Park, Dubai, Design Lead

#### **Principal, Andy Nice Design 2014-Present – Notable Projects:**

Le Nozze di Figaro, Boston Opera Collaborative, Boston MA, Feb 2020  
I Am My Own Wife – Hubbard Hall Projects, Cambridge, NY, Feb 2019  
Aida – Proctor's Theatre, Schenectady, NY, July 2018  
Alice In Wonderland, Capital Repertory Theatre, Albany, NY, May 2018  
Rock of Ages, Des Moines Playhouse, Des Moines, Iowa, July 2017  
NYU Performance Series, Stella Adler Studio of Acting, New York City, May 2014 – Sept 2018

## **Adjunct Professor of Theatre Design at Skidmore College, Saratoga Springs New York, 2020**

Courses: Production Seminar, Intro to Design

## **Adjunct Professor of Theatre at CUNY-York College, Queens NY, 2015-2016**

Courses: Production Seminar, Intro to Theatre, Shakespeare and Film

## **Teaching Artist – New York, New Jersey 2014-2019**

### **Assistant Scenic Design for the following theatrical designers:**

Alexander Dodge Design, June 2014- June 2015

Louisa Pregerson Thompson, June 2015

Julian Crouch, August 2013-Dec 2013

Beowulf Boritt, July 2013

## **SKILLS**

- ✦ Experience living and working internationally in Turkey, Uruguay, Croatia, El Salvador, Austria, Italy, Japan, China.
- ✦ Client-facing design representative for sold projects and business development outreach domestically and internationally. Business development support in proposal writing and editing.
- ✦ Hands-on collaborative art direction with ADKS shops and subcontractor scene shops.
- ✦ Site visits and field art direction including creative problem solving with clients and site staff.
- ✦ Early concept hand sketches and illustrations, narrative script writing and storyboarding.
- ✦ Designer drafting in AutoCAD, Revit, Vectorworks, manually
- ✦ Design and Production 3D modelling in Rhino, Vray for Rhino, Revit 2016-2020, Zbrush, Mudbox, Meshmixer, Sketchup Maya, Rendering in VRay for Rhino and Sketchup.
- ✦ Adobe creative suite (Photoshop, Indesign, Illustrator)
- ✦ Graphic Design and print-ready artwork design
- ✦ Scale model building: matte board and foam core model boxes, soldering, sculpting carving and painting, model
- ✦ Scenic painting, including backdrop sizing, layout, cartooning, painting. Color mixing and matching scenic paint and house paint. Faux finishes-marble, stencils, wood grain, ceramic tiles, metallics, distressing, wall paper,
- ✦ Sculpting, foam carving (stone, brick, stucco, bas relief, statues, aging and distressing).
- ✦ Set dressing and props design and procurement.
- ✦ Fluent in Spanish, proficient in Italian, working knowledge of German, Croatian, French, Basic Chinese.

## **EDUCATION**

MFA Scenic Design, Boston University, Boston MA

BS Theatre Scenic Design and Scenic Artistry, Minor Studio Art, Skidmore College, Saratoga Springs NY

