

# JENNIFER KINDL

---

Thompson, CT 06277 • (508) 282-7275 • jenniferkindl17@gmail.com

## Professional Summary

Award-winning Creative Director and Game Artist with 7+ years of experience in indie game development. Passionate about creating unique games that subvert expectations. A forever curious, multidisciplinary artist who elevates every project through adaptable, cross-functional expertise.

## Experience

**Creative Director**, 03/2022 - 07/2025

**Snoozy Kazoo** - West Springfield, MA

- Directed and collaborated with a multi-disciplinary team for *Turnip Boy Robs a Bank* to ship across multiple platforms, resulting in **1.8K+ “overwhelmingly positive”** Steam reviews.
- Produced high-quality visuals and animations for UI, enemies, bosses, props, and environments.
- Designed level layouts, boss mechanics, and enemy behaviors to support fast-paced gameplay.
- Developed marketing and promotional materials, including campaign visuals and trailer storyboards.
- Crafted a comedic and action-focused narrative, writing the majority of the game's dialogue.

**Consultant & Artist (Contract)**, 11/2019 - 03/2022

**Snoozy Kazoo** - West Springfield, MA

- Executed a successful multi-platform release, resulting in **7K “overwhelmingly positive”** Steam reviews, selling **1M+ units**, and led to onboarding as a full-time Creative Director.
- Consulted on operational strategies and community growth, contributing to the company's establishment and securing its first publisher.
- Built the brand ecosystem for *Snoozy Kazoo*, including the company name, visual identity, logo design, merchandise, marketing assets, and comprehensive brand guidelines.
- Provided key direction for *Turnip Boy Commits Tax Evasion*, advising on narrative structure, design approach, pitching, budget proposals, production timelines, and comedic tone.
- Created high quality visuals including UI assets, character portraits, and animated cutscenes in line with game's aesthetics.
- Crafted and designed a comedic game narrative while writing substantial portion of dialogue.

**Lead UI/UX Designer & Artist (Contract)**, 06/2019 - 06/2020

**FableVision** - Boston, MA

- Designed and documented core UX systems for *Keenville*, including detailed spec sheets, interactive mini games, customization features, and fast travel systems, with a focus on usability and player satisfaction.
- Created and documented wireframes, user flows, prototypes, and production ready UI for *Ranger Rick*, collaborating closely with the development team to ensure a polished, intuitive interface aligned with client goals.
- Prototyped UI and UX functionality for *Make That Paper!* in partnership with the team and client, and produced polished character and background art to support the project's visual identity.

## Education

**Interactive Media Design (Minor in Business)**: 2021

**Becker College** - Worcester

GPA: 3.7

## Skills

- **Tools:** Photoshop, Illustrator, Adobe XD, Clip Studio Paint, Obsidian, Notion, GitHub, Godot, Blender, Unreal
- **Interests:** Tabletop RPGS, Rock climbing, Horror games, Journaling
- **Skills:** UI/UX design, Concept art, Art direction, Creative direction, Team leadership, Product design