



CONTACT

- 📞 0420 814 579
✉️ itsnaomikendall@gmail.com
📍 Canberra, Australia

EDUCATION

2023 - Present

ACADEMY OF INTERACTIVE ENTERTAINMENT

- Advanced Diploma of Screen & Media and Visual Arts
- Certificate 3 in Game Development Foundations

2017 - 2018

MELBA COPLAND COLLEGE

- Tertiary Package
- Year 12 Certificate

SKILLS

- Project Management
- Leadership
- Interpersonal Skills
- Teamwork & Cooperation
- Taking Initiative
- Effective Communication
- Creative Problem Solving

HOBBIES

- Dancing Rhythm Games
- Bouldering/Rock Climbing
- Improv & Theatre
- Piano & Music

REFERENCE

Joe Moore - Previous Iplay Manager
0400 609 919

Jin Chan Yum Wai - Teacher
jin.chanyumwai@aie.edu.au

NAOMI KENDALL

RECENT GRADUATE STUDENT

PROFILE

As a student, I am constantly striving to learn new skills and knowledge, and obtain more professional experience. I am a determined and enthusiastic worker, always going above and beyond, and pride myself on being a reliable and responsible team player.

EXPERIENCE

AIE Technician/Handyman

Seasonal Casual Work

2025

- Built up various technical christmas lights
- Physically set up large tool heavy christmas light decorations
- Carried heavy boxes and equipment to and from locations
- Worked cooperatively with teammates to successfully set up equipment

Jolt Games Mitchell

Seasonal Casual Work

2025

- Organised and sorted card products quickly and efficiently.
- Helped with physically carrying boxes of products.
- Helped out in other areas where necessary, typically physically demanding or tedious duties.
- Worked closely with peers and managers.

Iplay Belconnen/Tuggeranong

Team Member & Supervisor

2020

- Served customers, handling cash and using cash register frequently.
- Worked closely with peers working cooperatively as a team.
- Directed and helped customers where necessary, hosted party events, and handled conflicts and issues that occurred calmly and professionally.
- Managed the Tuggeranong branch store independently taking on supervisor roles and responsibilities such as- managing the till, opening the closing the store, taking phone calls and party bookings, etc.

VOLUNTEER EXPERIENCE

St Vincent De Paul Belconnen

Casual Work

2025 - Current

- Helped sort and price various types of donations
- Helped restock shelves and keep the store well maintained

AIE Community Management

Student Ambassador

2024- Current

- Helped plan and execute various fun activities and events for students.
- Constantly voiced student's concerns and problems to Head of School.
- Created and initiated an online hub for students to converse together.
- Helped enact changes within the school campus



NAOMI KENDALL

GAME DESIGNER

PROFILE

I'm deeply passionate about being artistically creative and making games, striving to always challenge myself with everything I do, and constantly learn, experiment and create unique and unforgettable interactive experiences. As a game developer, I love coming up with creative solutions to problems and working with other creative individuals.

WORK EXPERIENCE

Tails Of Light - 5 Month Student Major Project (2025)

Project Lead, Lead Designer, Level, Mechanics, Narrative, Sound & Music, UI/UX, QA Testing

- Led and managed a team of 13 people, consistently hosting daily standups and scrum meetings, updating and checking on our progress in the HacknPlan and liaising between artists and programmers.
- Designed two large natural level areas with three different sub-areas within each, creating & iterating greyboxes for each level, sculpting the landscape, set dressing, implementing functionality, final assets and interweaving environmental puzzles into each level.
- Consistently updated a GDD for the project throughout development
- Conceived, brainstormed, documented and presented concept pitch presentations for the project during Pre-Production.
- Created core mechanic prototypes in-engine, and animated diagrams as references to stakeholders and programmers to how the mechanics should function.
- Helped give direction and feedback to designers on how their levels should be created, artists on the overall art direction and sometimes on individual assets where necessary, and programmers on the look and feel of mechanics within the game.
- Additionally created all UI art assets in figma, helped implemented a lot of the sfx, composed background & trailer music for the game, as well as creating our game's trailer.

Ocelot Oddysey - 3 Month Student Major Project (2024)

Project Lead, Lead Designer, Level, Mechanics, Sound, UI/UX, QA Testing

- Led and managed a team of 12 people, consistently hosting standups and scrums and checking in and updating our progress on our Trello Board.
- Created and consistently updated a GDD for the project throughout development
- Constantly communicated between artists and programmers, and helped give feedback and direction, checking-in constantly to make sure everything aligned with the game's core vision.
- Conceived and designed the game's entire ancient temple level, creating top-down level maps, iterating the greybox level, set dressing, functionality, and implementing puzzles and final assets in-engine.
- Helped concept, brainstorm, document and present pitches for our game concept and core mechanics with the team.
- Additionally, wrote the dialogue, implemented most of the sfx and music, and created the dev narrated video for the project.

CONTACT

- 0420 814 579
- itsnaomikendall@gmail.com
- Canberra, Australia

EDUCATION

2023 - Present

ACADEMY OF INTERACTIVE ENTERTAINMENT

- Advanced Diploma of Screen & Media and Visual Arts
- Certificate 3 in Game Development Foundations

2017 - 2018

MELBA COPLAND COLLEGE

- Tertiary Package
- Year 12 Certificate

SOFTWARE SKILLS

- Unreal Engine 5.3-5.6
- Unity 2021 3.13
- Figma
- Google Docs/Slides/Sheets
- HacknPlan/Trello
- Photoshop
- Audacity

HOBBIES

- Dancing Rhythm Games
- Bouldering/Rock Climbing
- Improv & Theatre
- Piano & Music

REFERENCE

Jin Chan Yum Wai - Teacher
jin.chanyumwai@aie.edu.au

Isaac Iozzi - Teacher
0431141941