

JENNELLE BRUNNER

● Senior UI/UX Designer | Visual Design | Illustration



Portfolio:
JMBrunner.com



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Senior UI/UX Designer and Illustrator with 10+ years of experience creating games, apps, and interactive products. Designing award-winning educational games for brands including Disney, PBS Kids, Hasbro, LEGO, Warner Bros., DreamWorks, and The Pokémon Company. I enjoy building interfaces that are easy to use, visually engaging, and fun to interact with.



WORK EXPERIENCE

● Curious Media SENIOR DESIGNER & ILLUSTRATOR (2015 - 2026)

- Promoted from Junior Designer to Senior Designer, creating UI, illustrations, and interactive experiences for award-winning mobile games, apps, and websites used by millions of children.
- Designed custom UI, visual systems, icons, illustrations, and game assets for clients including Disney, PBS Kids, Nickelodeon, LEGO, Hasbro, Warner Bros., DreamWorks, Marvel, and The Pokémon Company.
- Created visual design process from early concepts and wireframes through final production, creating polished experiences across Unity, React, PixiJS, Canvas, AR, VR, and HTML/CSS platforms.
- Created low and high-fidelity mockups, prototypes, UI kits, style guides, and production-ready assets for developer handoff.
- Worked closely with developers, producers, researchers, and creative teams to build intuitive and engaging experiences.
- Designed responsive interfaces and visual layouts that worked across different devices and platforms.
- Created illustrations, character art, backgrounds, logos, marketing graphics, and motion references to support gameplay and storytelling.
- Helped establish design standards and workflows as the company grew, improving consistency and efficiency across projects.

● Creativity, Inc HEAD DESIGNER, UI DESIGNER & PIXEL ARTIST (2025)

- Led UI design for interactive toy experiences across multiple product lines.
- Created user interface design and pixel animation for interactive hardware products.
 - Developed visual direction, concept presentations, and production assets for toys.
 - Optimized graphics and animations for hardware performance and memory limitations.
 - Collaborated closely with engineers and product teams to deliver polished interactive experiences.

● MediaFox DESIGNER, ILLUSTRATOR, & PHOTO EDITOR (2014-2015)

- Designed branding, websites, print materials, book illustrations, and marketing assets for local businesses.
- Restored and digitized archival photography and analog media.

● Boise Weekly DESIGNER AND ILLUSTRATOR (2013 - 2014)

- Collaborated with teams and the art director to create illustrations for news paper articles and annual magazines.



SKILLS

● Design

UI Design, UX Design, Branding, Wireframing, Color Theory, Art Direction, Visual Storytelling, Design Systems, Information Architecture

● Software

Figma, Adobe Suite, Sketch, Corel Draw, 3DS Max, Blender, Toon Boom, Unity, HTML5, Unreal

● Art

Illustration, Motion Design, Animation, Pixel Art



EDUCATION

Bachelor of Fine Arts (2009 - 2013)

Studied Digital Art and Virtual Technology Design at University of Idaho.



AWARDS

● Children's & Family Emmy Awards

2025 recognition - My Bedtime Daniel Tiger's Neighborhood

● The Webby Awards

2024 Honoree — Nogginville

2022 Honoree — Daniel Tiger's Neighborhood

2020 Nominee — Cyberchase: Space Waste