CATHERINE SIMMONS

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https://catherinesimmons.itch.io
https://catherinesimmons.dev

SKILLS

CORE STRENGTHS
Game Design
Narrative Design
Dialogue Writing
Planning & Organizing

TOOLS
Unreal Engine Blueprints
Unity 2D/3D
IF Tools (Twine, Ink)
Maya
Git
Jira

CLASSES
Unity Workshop
Unreal Workshop
Design of RPGs
Game Sound Design
Games Literacy
Game Dev I
Game Dev II
Playgramming
Ethics in Games
3D Modeling
3D Animation

EDUCATION

DEPAUL UNIVERSITY | 3.88 GPA | March 2024
B.A., Game Design

UNIVERSITY PROJECTS

GENTLEMEN & PIRATES | Spring 2022
- **A one-page RPG** hack of John Harper's Lasers & Feeling, inspired by Our Flag Means Death.
- **Designed the mechanics**, led playtests, and formatted the page in InDesign. Created a marriage mechanic to add more romance options. Analyzed the show's themes and translated them into mechanics. Available on Itch (https://catherinesimmons.itch.io).

BRICK BREAKER | Fall 2021
- **A brick breaker replica** with a gothic aesthetic.
- **Organized a production timeline**, created pixel art assets using Asperite, and practiced scripting and 2D level design in Unity. Available on Itch with password: brickbreaker (https://catherinesimmons.itch.io/brick-breaker).

BEAR MAFIA- TERRITORY SHOWDOWN | Fall 2020
- **A tabletop strategy card game** based on the mafia during Prohibition.
- **Collaborated with three other students**; designed and wrote card descriptions, created art assets. Available on Itch (https://catherinesimmons.itch.io).