

Catherine Simmons

Game Design B.S.

I am an enthusiastic and self-motivated game design student with a passion for telling stories through all elements of games.

I am seeking opportunities to grow as a game designer at collaborative, ambitious, and dynamic companies.

Education

DePaul University (2020-2023)

B.S. Game Design

- Cumulative GPA: 3.85

Core Strengths

- Game Design
- Level Design
- Narrative Systems and Mechanics
- Dialogue Writing
- Game Programming
- Planning and Organizing Production

Tools & Skills

- Unreal Engine and Blueprints
- Unity 2D/3D and C#
- Branching Dialogue Tools (Twine, Ink)
- Maya (Modeling, Lighting, and Animation)
- Adobe Suite (Photoshop, Illustrator, After Effects, and Premiere Pro)
- Git and Jira
- Screenwriting and Directing
- Asperite

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Projects

Devotion Quest (2022-)

- Action-adventure sidescroller with a heavy emphasis on combat
- Created using Unreal Engine 4 and blueprints
- Created levels, melee attacks, and enemy behavior

Brick Breaker (2021)

- Organized production timeline
- Created pixel art assets using Asperite
- Learned to script in Unity using C#
- Practiced problem-solving and 2D level design

Bear Mafia- Territory Showdown (2020)

- Tabletop strategy card game
- Led the team in charge of narrative design, concept, assets, card descriptions, and design

Classes

Unreal Workshop

- Practiced creating level layouts
- Practiced working with static mesh actors, materials, lighting and rendering, audio system elements, blueprints, and more

Game Development I

- Developed basic 2D and 3D games in Unity
- Learned C# scripting

Fundamentals of Game Design

- Learned to communicate concepts, analyze/dissect game elements, and prototype
- Learned to organize using game design documents, playtesting reports, and presentations
- Collaborated with a team of students to create an analog card game

Screenwriting

- Learned techniques for effective storytelling
- Wrote a 15-page screenplay