

# CATHERINE SIMMONS

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<https://catherinesimmons.itch.io>

<https://catherinesimmons.dev>

## SKILLS

### CORE STRENGTHS

Producing  
Project Management  
Narrative Design  
Game Design

### KEY KNOWLEDGE

Methodologies  
Communication Tactics  
Production Tactics  
Production Phases  
Dependencies

### TOOLS

Jira



Notion



Nuclino



Excel



Google Sheets



Perforce



Unreal Engine 5



## CAREER

**DePaul University- CDM** | January 2023 - March 2023

### Introduction to Production Grader

- Grading production hubs, quizzes, and discussion posts.
- Answering questions and providing students with feedback and organizational resources.

**DIVERGENT DESIGN LAB: AEGIS GROWTH** | August 2022 - December 2022

### Research Assistant

- Collecting data on pervasive game conventions and discovering appropriate channels to follow pervasive games and ARGs.
- Communicating progress, tracking milestones, updating documentation, and supporting teammates.
- Collaborating with a team of directors and designers.

## UNIVERSITY PROJECTS

**VALORANT Production Hub** | Fall 2022

- A hypothetical hub for VALORANT to practice organizing information and creating reports like the Competitive Analysis, Talent Packages, Music Bid Sheets, Gantt charts, RACI charts, and Work Breakdown Structures.

## VOLUNTEERING

**JDE** | Fall 2022-Winter 2022

### Board Member

- In charge of organizing and running interactive fiction events.
- JDE (Junior Development Experience) is a student-run organization at DePaul, dedicated to Game Development. JDE provides an environment for people of various disciplines to share and learn from each other's experiences.

## EDUCATION

**DEPAUL UNIVERSITY** | 3.89 GPA | Spring 2024

B.A., Game Design