

# CATHERINE SIMMONS

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<https://catherinesimmons.dev>

<https://catherinesimmons.itch.io>

## SKILLS

### CORE STRENGTHS

Producing  
Project Management  
Narrative Design  
Game Design

### KEY KNOWLEDGE

Methodologies  
Communication Tactics  
Production Tactics  
Production Phases  
Dependencies

### TOOLS

Range: Low Confidence  
to Expert

Jira



Notion



Nuclino



Excel



Google Sheets



Perforce



Unreal Engine 5



## CAREER

### DePaul Originals Game Studio | October 2023-

#### Producer

- Running stand-ups, assigning tasks and working with teams on feasible deadlines, organizing spreadsheets and sprints, tracking dependencies, and keeping communication open and productive.
- Acting as a communicator between academic leadership and students working on the project.

### DryHop Brewers | August 2023-

#### Hostess

- Greeting and seating restaurant guests with professionalism and congeniality.
- Bussing tables, running food and drinks, and assisting servers when needed.

### Calculated Genuis | June 2023 - July 2023

#### Game Design Instructor

- Creating and teaching a curriculum for underprivileged high schoolers with technological and economic limitations in mind.
- Communicating and encouraging student progress by problem-solving and working 1-on-1 with students.
- Encouraging student confidence and creative potential with positive feedback and support.

### 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.

## EDUCATION

### DEPAUL UNIVERSITY | 3.9 GPA | Spring 2024

B.A., Game Design