# CATHERINE SIMMONS

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https://catherinesimmons.dev

## SKILLS

### CORE STRENGTHS
Planning & Organizing
Project Management
Research
Narrative Design
Game Design

### PM KNOWLEDGE
Methodologies
Communication Tactics
Production Tactics
Production Phases
Dependencies

### TOOLS
Jira

Notion

Nuclino

Excel

Google Sheets

Perforce

Unreal Engine 5

## CAREER

**DIVERGENT DESIGN LAB: AEGIS GROWTH |** August 2022 - present
**Research Assistant- Director of Story**
- Communicating progress, tracking milestones, and supporting teammates.
- Leading a small team of students on special projects.
- Establishing documentation for pervasive games research.
- 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, SWOT analysis, Gantt charts, RACI charts, and Work Breakdown Structures.

**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.

## VOLUNTEERING

**JDE |** Fall 2022-
**Board Member**
- **In charge of organizing and running interactive fiction events,** including game jams and industry talks.
- **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 |** 3.88 GPA | March 2024
B.A., Game Design