

# CATHERINE SIMMONS

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913-444-0885

<https://catherinesimmons.itch.io>

<https://catherinesimmons.dev>

## SKILLS

### CORE STRENGTHS

Narrative Design  
Dialogue Writing  
Game Design  
Research  
Planning & Organizing  
Project Management

### TOOLS

Unreal Engine 5  
Blueprints  
Unity 2D  
IF Tools (Twine, Ink)  
Git  
Perforce  
Jira  
Notion  
Nuclino

## CAREER

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### DIVERGENT DESIGN LAB: AEGIS GROWTH | August 2022 - present

#### Research Assistant- Director of Story

- Leading a small team of designers, artists, and researchers.
- Maintaining and establishing documentation for pervasive games research.
- Collaborating with a team of directors and designers.
- Analyzing transmedia storytelling and ARG marketing.
- Communicating progress, tracking milestones, and supporting teammates.

## UNIVERSITY PROJECTS

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### 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>).

## VOLUNTEERING

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### JDE | Fall 2022-

#### Board Member

- **JDE** (Junior Development Experience) is a community of students dedicated to the fundamental research of games and their making.
- **In charge of interactive fiction events** and part of general event planning and running.

## EDUCATION

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### DEPAUL UNIVERSITY | 3.88 GPA | March 2024

B.A., Game Design