

CONTACT

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catstartgamedev@gmail.com

Michigan

<https://caterpillar.github.io/catstart-portfolio/>

EDUCATION

2025 - 2027

MICHIGAN STATE UNIVERSITY

- Master of Arts in Media and Information
 - 4.0 GPA

2021 - 2025

MICHIGAN STATE UNIVERSITY

- Bachelor of Arts
 - Major: Games and Interactive Media
 - Minor: Game Design and Development
- 3.6 GPA

SKILLS

- Project Management
 - Google Suite, Microsoft Suite, Trello, Monday, Burndown Charts, SCRUM, Obsidian, Hacknplan, Confluence, Jira
- Scripting Languages
 - C#, HTML, CSS, JavaScript, Python
- Design Tools
 - Figma, Canva, Photoshop, Illustrator, Blender
- Game Engines
 - Unity, Unreal
- Other
 - Photography, French, Transformative Leadership

CAT START SHE/THEY

PROFILE

My name is Cat, I am a Media and Information Master's student at Michigan State University. I work as a producer for video games and I am passionate about creating unique and artistic games, as well as advocating for inclusiveness and representation in the game industry.

EXPERIENCE

MSU Library Makerspace

JAN. 2021 - PRESENT

Student Supervisor

- Operating design machinery, software, and technology
- Completing and tracking patron orders
- Designing informational and promotional materials
- Consulting with patrons regarding design projects

Diversity In Games

JAN. 2024 - PRESENT

Co-President, Co-Founder

- Developing club principles and policies
- Coordinating with university staff and guest speakers
- Leading and organizing club events
- Researching topics and resources for club members

MSU Communication Arts & Sciences

JAN. 2025 - MAY. 2025

MI 455 Undergraduate Learning Assistant

- Analyzing student's game presentations & pitches.
- Hosting Tech Help hours for students
- Creating and organizing class materials
- Assistance with managing and running classes

Spartasoft Studio

SEPT. 2024 - JAN. 2025

Project Manager, Programmer, Artist

- Systematically tracking tasks and progress
- Creating structural project management solutions
- Working with discipline leads to organize and facilitate communication
- Scripting item interaction functionality
- 3D Modeling low poly props

REFERENCE

Jamie Moriarty

MSU Makerspace / Coordinator

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Lindsey Yucha

Sidetracked Studios / Producer

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