Catherine Fox - Game Designer

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Experience

Zapper Games - Senior Game Designer, Assistant Game Director, 2023-2024

- **Assistant Director on a *Takenoko* adaptation. Helmed design direction, initial ideation and prototyping for the project.**
- Rapidly implemented and iterated on systems using UE5 blueprints, including:
  - Companion character AI controller and behaviors using Behavior Tree.
  - Player input-driven creation tools using splines and PCG at runtime.
  - New enemies with unique projectiles and attack patterns.
  - New player abilities using Gameplay Ability System.
- Clearly documented system and feature designs in Confluence and Miro boards.
- Audited and clarified new enemy creation pipeline for unannounced project.
- Closely collaborated with art and engineering disciplines to realize new features.

Red Storm Entertainment - Senior Game Designer, 2018 - 2023

- **Designed gameplay features, mission content and 3Cs overhaul for *Tom Clancy's The Division: Heartland.***
- Designed leaderboard system, seasonal events, and Dark Zone features for *The Division 2.*
- Implemented and iterated on content in-engine using proprietary tools and visual scripting.
- Implemented interactive cinematic sequences for *Assassin's Creed Nexus VR* using visual scripting and custom tools in Unity.
- Created false gameplay footage and cinematics in Unity for Ubisoft's *Mere Mortals* television series.

Team Ok LLC - Founder, Art Lead, 2015 - 2018

- **Oversaw the aesthetic direction for *Chambara*, a game with a unique dual-tone visual style.**
- Created 3D assets and animations for *Chambara* prototype.
- Collaborated with leadership to develop initial core design for the game.
- Received BAFTA Ones to Watch award and IGDA nomination with team for *Chambara*.
- *Chambara* was the first title published by the USC Games publishing label. It was released on the PlayStation store in 2016.

Yacht Club Games - Intern, 2016

- **Contributed to early stages of development for *Specter of Torment.***
- Created ocean islands backdrop art for the beginning of Iron Whale level.
- Prototyped side scrolling stage using pre-existing character and tile set.
- Designed layout for a sound test menu.

Education

USC School of Cinematic Arts
BA Interactive Media and Games, 2016

Honors and Awards

BAFTA Ones to Watch - 2015
IGDA Best Student Game nomination - 2016
Rookie of the Year, Red Storm Entertainment - 2018

Tools and Skills

Tools: Unreal Engine 5, Unity, Jira, Confluence, Miro
Skills: Game Design, Rapid Prototyping, Written Communication, Documentation