

KATIA KAVANAGH

GAME PRODUCER

CONTACT

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EDUCATION

2021 - 2025

COCO SCHOOL

- Bachelor of Video Game Development and Programming

SKILLS

- Project Scheduling & Milestone Management
- Game Architecture Design & Documentation
- Comprehensive Development Knowledge
- Gameplay Tuning & Balancing
- Proactive problem-solving abilities with leadership qualities

LANGUAGES

- Native Spanish
- B2 Certificate English

PROFILE SUMMARY

I am an enthusiastic and driven Video Game Production Intern, eager to contribute to the games industry. While I am early in my career, I have already had the opportunity to be involved in key aspects of game development, learning from experienced professionals and gaining practical insights into the production process.

My experience includes collaborating on team-based projects, where I have contributed to various stages of production, including project management support and quality assurance.

Currently, I am collaborating at Interactive Dreams, where I am actively contributing to an exciting project while learning the intricacies of the development process. At the same time, I am pursuing a degree in Video Game Development and Programming with a focus on video game production at Coco School, where I am honing my skills in project planning, game design, and cross-functional team collaboration.

WORK EXPERIENCE

Interactive Dreams (CDMX) Sep 2024 - Present
Game Producer Manager

- Supported a newly formed game studio by managing project timelines, coordinating a small development team, and assisting in setting up production workflows, ensuring smooth collaboration and milestone delivery.

Foro Layout (CDMX) Aug 2023 - Feb 2024
Game Production Assistant

- Assisted in organizing and coordinating a video game forum, managing logistics, coordinating teams and participants, and supporting the creation of multiple documentation.

Spaceboy (CDMX) Oct 2023 - Dec 2023
QA Tester

- Performed testing of game features, identified bugs, documented issues, and collaborated with developers to ensure quality and functionality throughout the game.

00pontonet (Oaxaca) Jan 2020 - Jul 2021
Project Manager

- Managed a team of artists in a clothing intervention project, overseeing design creation, coordinating with sales, and ensuring timely delivery of customized products, resulting in successful sales outcomes.