
KATIA KAVANAGH

Game Producer with experience in indie game development, publisher coordination, and cross-team production management. Skilled in structuring workflows, aligning teams, and ensuring milestone delivery

CONTACT

Mexico City, Mexico | +52 951 392 52 00 | katiakavanagh@gmail.com | y2katia.journoportfolio.com

WORK EXPERIENCE

Interactive Dreams, Mexico City

Oct 2024 – Present

Game Producer

- Manage production workflows for an indie game studio, coordinating art, programming, direction, and publishing teams.
- Oversee the release of two narrative-driven games on Steam, with one also published on Nintendo Switch, PlayStation, and Xbox.
- Assist in marketing, press outreach, and community management.
- Participate in industry and cultural events in Mexico City (e.g., Biblioteca Vasconcelos) to promote and showcase the studio's games.

Foro Layout, Mexico City

Aug 2023 – Feb 2024

Production Assistant

- Supported logistics and documentation for a video game forum.
- Coordinated participant teams and schedules, ensuring efficient organization of multiple events.

Spaceboy, Mexico City

Oct 2023 – Dec 2023

QA Tester

- Tested and validated features for Hannah, a puzzle-platformer game available on Steam and Xbox.
- Identified bugs, documented issues, and collaborated closely with developers to ensure stability and polish.
- Contributed to improving user experience by reporting on gameplay feel, accessibility, and edge-case scenarios.

00pontonet, Oaxaca

Jan 2020 – Jul 2021

Project Manager

- Led a team of artists in a clothing design project.
- Oversaw creative direction, production timelines, and sales coordination.

EDUCATION

COCO School - Escuela Europea para la Comunicación y las Artes Visuales

2021 - 2025

Bachelor of Video Game Development and Programming

SKILLS

Soft Skills:

- Project Scheduling & Milestone Management
- Game Architecture Documentation
- Gameplay Tuning & Balancing
- Cross-functional Team Collaboration
- Proactive Problem-Solving & Leadership

Hard Skills:

- Jira, Trello
- Excel
- GitHub & Sourcetree
- Unity (C#)
- Unreal Engine (Blueprints)
- Maya (3D Modeling & Texturing)

LANGUAGES

Spanish (Native)

English (EFSET Certificate - C2 Proficient)