

KATHERINE VOLKERS

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Cross-functional esports and competitive programs professional with 6+ years of experience designing, executing, and scaling competitive ecosystems across live events, online tournaments, and global communities. Proven ability to manage complex competitive systems, develop operational structures, and lead cross-functional initiatives spanning production, rules governance, and player engagement.

Known for a highly adaptable, “Ditto-like” approach—stepping into strategic, operational, and executional roles to ensure programs run smoothly and scale effectively.

WORK EXPERIENCE

POKÉMON PROFESSOR

2019–Present

The Pokémon Company
Bellevue, WA

- Organizing fan-appreciation events on behalf of The Pokémon Company, including site location and procurement, community judge recruitment, and grassroots promotion
- Administering impartial rulings and assisting event organizer in executing video game tournaments
- Adjudicating internationally-established rules and regulations set by The Pokémon Company for video game tournaments

DIRECTOR OF LIVE EVENTS - Contractor

2019–Feb 2022

Stadium Gaming LLC
Pell City, Alabama

- Served as Head Stream Host for GoStadium, responsible for maintaining and procuring stream equipment
- Incorporating and executing production elements during live broadcasts
- Collaborating with staff to plan broadcasts and events including scheduling guests, announcers, and competitors
- Planned and led development of live in-person events
- Served as technical advisor for GoStadium content creator team

ASSOCIATE PRODUCER –

2021–2022 – 5 months as contractor

2022–2023 – 1 year 5 months as Full Time

Esports Engine

- Provided creative and technical insight
- Wide Variety of roles and responsibilities.
- Writing ROS + Talent and staff management
- Advising Graphic designs.
- Coordinating technical logistics.

SILPH ROAD WARDEN

2018–Feb 2022

The Silph Road

- Recruiting and managing 20 community and regional liaisons in 15 cities and 9 states representing The Silph Road, an international grassroots organization promoting a sense of community and appreciation among Pokémon GO players
- Planned and organized 33 Silph Arena competitive Pokémon GO events, including event promotion, staff administration, and game judging prior to turning my focus to production.

TECHNICAL DIRECTOR & PRODUCER - Contractor

2020–Feb 2022

Esports Foundry/Self Employed
Columbus, OH

- Producer/Broadcaster for Vanguard Championship Series and theGameHers.
- Technical advisor for broadcasts and event productions including hardware and software with a focus on internet communication.
- Talent co-ordination and management during broadcasts.

TOURNAMENT DIRECTOR & PROGRAM

MANAGEMENT - Contractor

Dec 2023–Present

Start.gg/Ascend Solutions

- Tournament Director for the 2024 and 2025 season
- Administrative team hiring, training, schedule building and management
- Rule development, advisement and enforcement
- Overarching year long program oversight and management

EVENT EXPERIENCE

Play! Pokemon - Remote and in person

- [Live Event Tracker](#)

Other - Remote and in person

- Experience working with over 25 different gaming titles
- Gaming industry clients include - Riot, Activision, TPCi,

- Vendor coordination.
- Producer/Technical Director responsibilities.

Esports awards, and more.

SKILLS

Brand Development and Marketing | Community Organizing |
Grassroots Outreach | Program Management | Vendor management
| Microsoft & Adobe Suits | and much more