

Paula Santa María

Organized and adaptable game designer with a strong drive for creating meaningful experiences, seeking to gain experience in a junior position.

EXPERIENCE

Game Design Intern at Smarto Club

DECEMBER 2022 - JANUARY 2023

SANTIAGO, CHILE

- Worked on the game Bubblegum Galaxy, researching and designing new puzzle mechanics for levels, covering ideation, paper prototyping, iteration, validation, and documentation.
- Contributed to the narrative aspects of the game by creating mock-ups and assets for character animations (2D and 3D), text, and dialogue, implementing them in Unity.

Experience Design Intern at ECIM

AUGUST 2023 - NOVEMBER 2023

LAS CRUCES, CHILE

- Designed and implemented VR and AR experiences in Unity that lets users interact with the local marine flora and fauna.

Teacher Assistant at PUC

AUGUST 2020 - PRESENT

SANTIAGO, CHILE

- Supported professors and students across multiple university courses, including Game Design, Creative Programming, Perception and Composition, etc.

EDUCATION

IGDA Foundation Virtual Exchange

2023

Selected from over 750 applicants to join the IGDA Foundation's Virtual Exchange. This competitive program provides invaluable game development mentorship.

Design at Pontificia Universidad Católica de Chile

2020 - PRESENT

Bachelor's degree in Integral Design with Honors, graduating in 2024.

Rotary Youth Exchange Student (Rovaniemi, Finland)

2017 - 2018

Portfolio:

<https://paulasantamaria.netlify.app/>

LinkedIn:

<https://www.linkedin.com/in/paula-santa-maria-bartolucci/>

Email address:

paula.santa.mariab@gmail.com

SKILLS

Game Engines: Unity, Construct 3

Programming languages:

Python, C#, HTML, CSS, Javascript, Processing

Software: Blender, Figma, Miro, Trello, Notion, Adobe Photoshop, Illustrator, Indesign, Premiere Pro, Github, Fusion 360, Procreate, Office

Other: Design Thinking, Brainstorming, Problem-Solving, Organization, Prototyping, Research, Teamwork, Illustration

LANGUAGES

Spanish: Native

English: Fluent

