



ANA MARÍA PENG

GAME DESIGN AND DEVELOPMENT

ABOUT

Hello! I'm Ana, a fourth-year student of Game Design and Development at Jaume I University in Spain. During my academic studies, I have worked on projects that have allowed me to apply and strengthen my skills in 3D modeling, graphic design for games, and programming in Unity and C#. I am excited to keep learning and contribute my knowledge to future professional challenges. If you have any questions or want to know more, feel free to contact me. I'll be happy to respond!

CONTACT

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📍 Castellón de la Plana, Spain

🖼 [Portfolio](#)

LANGUAGES

Spanish – Native

English – Advanced

ABILITIES

- Web Design(JavaScript, HTML)
- 3D Modeling(3dsMax)
- Illustration(krita)
- Unity (C#)

EDUCATION

2022 - 2026

Game Design and Development

University Jaume I

EXPERIENCE

TEAM PROJECT – “SANT MATEU AL TEMPS”

Unity University | Tools: Unity, C#, Krita

- Point-and-click logic and skill puzzle game inspired by Professor Layton, set in Sant Mateu, Castellón.
- Designed 2 out of 12 puzzles and collaborated in overall puzzle design.
- Created character designs and ensured art style consistency across the team.
- Designed user interface (UI) elements.
- Actively contributed to creative decision-making processes

PROJECT – “ATRAPADO”

Unity University | Tools: Unity, C#

- Escape room game with procedural room generation.
- Full responsibility for game design, art, and programming.
- Developed core mechanics, levels, and visual assets.