



# 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

## LANGUAGES

Español - Nativo

Inglés - Avanzado

## 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.
- Contributed to overall game development and creative decision-making.

### PROJECT – “ATRAPADO”

Unity University | Tools: Unity, C#

- Escape room game with procedural room generation.
- Players must collect all keys and find the exit while avoiding a dinosaur.
- Full responsibility for game design, art, and programming.
- Developed core mechanics, levels, and visual assets.
- Contributed to prototyping and playtesting.