

# Cristian Andrés Peña Villar

Engineer in video game development and virtual reality

Universidad de Talca

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## Professional Profile

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Creative Game & VR Developer with experience in designing and developing video games. Strong focus on project development, collaborating with multidisciplinary teams, and managing projects from concept to execution.

## Work Experience

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### Cienart Studios

Game Developer

**Santiago, Chile**

July 2024 – October 2024

- Developed an Endless Runner in collaboration with a multidisciplinary team.
- Contributed to the Game Design Document (GDD).

### BCS Studios

Intern – Game Developer

**La Serena, Chile**

January 2023 – February 2023

- Programmed a tactical RPG prototype in the experimental development division.

### Universidad de Talca – Faculty of Dentistry

Intern – Game Developer

**Talca, Chile**

January 2021 – February 2021

- Developed a serious game prototype for the university's dentistry department under Dr. Francisco Franzani.

## Education

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### Universidad de Talca

Ingeniería en desarrollo de videojuegos y realidad virtual

**Talca, Chile**

March 2019 – April 2024

## Skills & Interests

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**Programming Languages:** C#, C++, C.

**Game Engines:** Unity - Unreal Engine.

**Languages:** English B1.

**Version Control:** GitHub.