Cristian Andrés Peña Villar

Engineer in video game development and virtual reality

Universidad de Talca

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Professional Profile

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

Cienart Studios   **Santiago, Chile**
Game Developer   July 2024 – October 2024

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

BCS Studios   **La Serena, Chile**
Intern – Game Developer   January 2023 – February 2023

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

Colegio Artisctico del Maule   **Talca, Chile**
Game Development Workshop Facilitator (Internship)   September 2022–November 2022

- Led a Scratch-based game development workshop for elementary school students, in collaboration with a team of peers.

Universidad de Talca – Faculty of Dentistry   **Talca, Chile**
Intern – Game Developer   January 2021 – February 2021

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

Education

Universidad de Talca   **Talca, Chile**
Ingeniería en desarrollo de videojuegos y realidad virtual   March 2019 – April 2024

Skills & Interests

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

Game Engines: Unity - Unreal Engine.

Languages: English B1.

Version Control: GitHub.