

Cristian Andrés Peña Villar

Engineer in video game development and virtual reality
Universidad de Talca

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Professional Profile

Engineer with a strong foundation in Computer Science, Design, and Basic Sciences. Specialized in software development and interactive systems, with expertise in core programming (Unity C#) and prototype development (Serious Games and tactical RPGs). Possesses entrepreneurial and leadership capabilities for innovative initiatives, integrating design criteria, creative thinking, and 2D/3D modeling tools. Seeking to apply my multidisciplinary background in the development and management of projects within the creative and software industry.

Work Experience

Gamalitix Studios

Programmer

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 – Programmer

La Serena, Chile

January 2023 – February 2023

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

Colegio Artístico del Maule

Game Development Workshop Facilitator (Internship) - Programmer

Talca, Chile

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

Intern – Programmer

Talca, Chile

January 2021 – February 2021

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

Education

Universidad de Talca

Ingeniería en desarrollo de videojuegos y realidad virtual - Approved with Distinction

Talca, Chile

Marzo 2019 - Abril 2024

Skills & Interests

Programming Languages: C#, C++, C, Python, Java, HTML, CSS, JavaScript, Dart, MySQL.

Development Tools: Unity, Unreal Engine, MongoDB, Linux, Tailwind CSS, Bootstrap, React, Figma.

Languages: English (B1 Level).

Version Control: GitHub.