

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

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.

Colegio Artístico del Maule

Game Development Workshop Facilitator (Internship)

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 – Game Developer

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 Distinctio

Talca, Chile

Marzo 2019 - Abril 2024

Skills & Interests

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

Game Engines: Unity - Unreal Engine.

Languages: English B1.

Version Control: GitHub.