Paula Santa María

Organized and adaptable game designer with a strong drive for creating meaningful experiences, seeking to gain experience in a junior position.

Portfolio:
https://paulasantamaria.netlify.app/
LinkedIn:
https://www.linkedin.com/in/paula-santa-maria-bartolucci/
Email address:
paula.santa.mariab@gmail.com

EXPERIENCE

Social Media Manager & Content Creator at **Smarto Club**

OCTOBER 2024 - PRESENT | PART-TIME

SANTIAGO, CHILE

- Implemented a weekly content strategy, creating video and image content across TikTok, Instagram, Twitter, Discord and Steam.

Experience Design Intern at **ECIM**

AUGUST 2023 - DECEMBER 2023

LAS CRUCES, CHILE

- Designed and implemented VR and AR experiences in Unity that lets users interact with the local marine flora and fauna.

Game Design Intern at **Smarto Club**

NOVEMBER 2022 - FEBRUARY 2023

SANTIAGO, CHILE

- Researched and designed puzzle mechanics for *Bubblegum Galaxy* levels, also creating mock-ups and assets for the dialogue system.

EDUCATION

Design at Pontificia Universidad Católica de Chile

2020 - 2025

Bachelor's degree in Integral Design with highest honors.
Completed Programming (Initial & Advanced) courses in Python at the School of Engineering, achieving the highest grade in both.

IGDA Foundation Virtual Exchange

2023

Selected from over 750 applicants to join this competitive program that provides game development mentorship.

Rotary Youth Exchange Student (Rovaniemi, Finland)

2017 - 2018

SKILLS

Game Engines and Tools: Unity, Adventure Creator, Unreal Engine 5, Git.

Programming languages: Python, C#, HTML, CSS, Javascript.

Software: Figma, Miro, Trello, Notion, Adobe Photoshop, Illustrator, Indesign, Video editing, Blender, Procreate, Google and Microsoft Office suite.

Other: Design Thinking, UX/UI, Brainstorming, Problem–Solving, Organization, Prototyping, Documentation, Research, Teamwork, Illustration.

LANGUAGES

Spanish: Native

English: Fluent

OTHER EXPERIENCES

Teacher Assistant
PONTIFICIA UNIVERSIDAD CATÓLICA DE CHILE (2020 - 2024)
Courses: Game Design, Creative Programming, Data Visualization, Composition & Perception, 2D Workshop.