

# Paula Santa María

Organized and adaptable integral designer with a strong drive for creating meaningful experiences, seeking to gain experience as a game designer.

## EXPERIENCE

### Social Media Manager at Smarto Club

OCTOBER 2024 - PRESENT | PART-TIME

SANTIAGO, CHILE

- Created and implemented a weekly content strategy, maintaining presence on TikTok, Instagram, Twitter, Discord and Steam.

### Teacher Assistant at PUC

2020 - 2024

SANTIAGO, CHILE

- Supported professors and students in university courses (Game Design, Creative Programming, Perception and Composition, etc.)

### Game Design Intern at Smarto Club

DECEMBER 2022 - JANUARY 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 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

## Portfolio:

<https://paulasantamaria.netlify.app/>

## LinkedIn:

<https://www.linkedin.com/in/paula-santa-maria-bartolucci/>

## Email address:

paula.santa.mariab@gmail.com

## SKILLS

**Game Engines and Tools:** Unity, Adventure Creator, Git.

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

**Software:** Figma, Miro, Trello, Notion, Adobe Photoshop, Illustrator, Indesign, Premiere Pro, Final Cut, Blender, Fusion 360, Procreate, Excel.

**Other:** Design Thinking, UX, Brainstorming, Problem-Solving, Organization, Prototyping, Research, Teamwork, Illustration.

## LANGUAGES

Spanish: Native

English: Fluent