Paula Santa María

Game Designer

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EXPERIENCE

Game Designer & Social Media Manager | Oct 2024 - Present

SMARTO CLUB / LONELY HOUSE | Santiago, Chile

- Contributed to multiple ongoing projects by designing and implementing **UX/UI systems** in Unity and Adventure Creator for Mircea, creating a **multiplayer puzzle level** for The Monad, and researching, prototyping mechanics, making the **GDD** and iterating game balance for an unannounced project.
- Implemented a weekly content strategy, creating video and image content for TikTok, Instagram, Twitter, Discord and Steam.

Experience Design Intern | Aug 2023 - Dec 2023

ECIM UC, THE COASTAL MARINE RESEARCH STATION | Las Cruces, Chile

- Designed and developed **VR/AR experiences** in Unity using C# about interacting with Chilean marine ecosystems. Prototyped environments and implemented core systems (movement, collection, and menus).

Game Design Intern | Dec 2022 - Jan 2023

SMARTO CLUB | Santiago, Chile

- **Researched, paper-prototyped**, iterated, and documented **puzzle level mechanics** for Bubblegum Galaxy, proposing solutions for progression, difficulty, and player engagement.
- Created **mock-ups** for the game's **dialogue system** to better integrate story and gameplay, including illustrations, 3D animations, and implementation in Unity with Yarn.

Teaching Assistant | 2020 - 2025

PONTIFICAL CATHOLIC UNIVERSITY OF CHILE | Santiago, Chile

- Courses: Game Design, Creative Programming, Composition & Perception, Design & Technology, 2D Workshop and Data Visualization.

PROJECTS

Membrillo Hid My Socks | Steam Release, Coming in 2025

Solo developer of a short, humorous point & click hidden object game made in Unity, handling all design, art, programming, and narrative.

A Life in a Year | Thesis Project 2024

Designed a narrative adventure game in Unity about life on exchange with an **innovative language mechanic** using scribbles as unintelligible dialogue, informed by research and iterative prototyping.

AWARDS

She Got Game Program Grantee
Pro Helvetia | 2026

Selected for their female empowering game funding and mentorship program.

Nominee for Best Student Game Awards
Student Games Festival | Warsaw | 2025

Virtual Exchange Grantee
IGDA Foundation | 2023

Selected from **750+ applicants** for this competitive game mentorship program.

EDUCATION

Unreal Engine Fundamentals
CRTIC | Epic Games Certified Training
2025

B.A. in Design | Highest Honors
Pontifical Catholic University of Chile
2020 - 2024

Rotary Youth Exchange Student
Rovaniemi, Finland
2017 - 2018

SKILLS

Game Development
Unity, Unreal Engine 5, Blueprints, Adventure Creator, Git, Yarn.

Design & Art
Adobe Photoshop, Illustrator, Indesign, Video editing, Blender, Procreate, Figma.

Organization
Notion, Miro, Jira, Trello, Excel.

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

Languages
Spanish (native), English (C2).