

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

Email:
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PROFILE

Organized, adaptable and detailed Chilean design student and game designer with a strong drive for creating meaningful experiences and interdisciplinary collaboration.

SKILLS

Programming:

- Python
- HTML / CSS
- Javascript (basic)
- C# (basic)
- Github

Software and tools:

- Unity
- Blender
- Construct
- Fusion 360
- Illustrator
- Figma
- Photoshop
- Miro
- Indesign
- Notion
- Premiere
- Trello
- Procreate
- Microsoft Office
- AR
- VR

Other skills and interests:

- Organization
- Brainstorming
- Prototyping
- Illustration
- Research
- 3D Modelling
- Teamwork
- Animation
- Adaptability
- Writing

Languages:

- English (proficient)
- Spanish (native)

PAULA SANTA MARÍA

EDUCATION

IGDA Foundation Virtual Exchange

2023

Selected as a recipient for the IGDA Foundation's Virtual Exchange program, joining the International Scholars Cohort.

Pontifical Catholic University of Chile

2020 - Present

Bachelor's degree in Integral Design with Honors.

Rotary Youth Exchange Student

2017 - 2018

Rovaniemi, Finland

EXPERIENCE

Design Intern at Smarto Club

2022 - 2023

- Performed the design process for new planet assets in Bubblegum Galaxy, including ideation, paper prototyping, iteration, validation, and documentation steps.
- Conducted narrative design for Bubblegum Galaxy, writing text and dialogue for characters and designing the way it integrates with other elements of the game.

Design Intern at ECIM

2023

- Designed and implemented an Augmented Reality (AR) experience that recognizes visual bitmap markers and displays mapped three-dimensional polygonal models.

Teacher Assistant at Pontifical Catholic University of Chile

2020 - 2023

- Supported professors and students across multiple university courses, including Game Design, Creative Programming, Perception and Composition, etc.

PROJECTS

CaleidoMar: La Jaiba - Designer & Programmer

- In a group of 3, programmed and co-designed a VR experience where you play as a chilean crab and explore its ecosystem. [Game link](#)

Pareidolia - Designer

- In a group of 3, co-designed an asymmetrical board game inspired by a local legend.

The Dog's Mystery - Designer, Writer & Programmer

- In a group of 2, programmed, co-wrote and designed a non-linear interactive narrative. [Game link](#)