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:
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paula.santa.mariab@gmail.com

EXPERIENCE

Game Design Intern at **Smarto Club**

DECEMBER 2022 - JANUARY 2023

- Worked on the game Bubblegum Galaxy, where I researched and designed new puzzle mechanics for levels, covering ideation, paper prototyping, iteration, validation, and documentation.
- Contributed to the narrative aspects of the game by creating mock-ups and assets for character animations (2D and 3D), text, and dialogue, which I also implemented in the game.

Experience Design Intern at **ECIM**

AUGUST 2023 - NOVEMBER 2023

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

Teacher Assistant at **PUC**

AUGUST 2020 - PRESENT

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

EDUCATION

IGDA Foundation Virtual Exchange

2023

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

Design at Pontificia Universidad Católica de Chile

2020 - PRESENT

Bachelor's degree in Integral Design with Honors, graduating in 2024.

Rotary Youth Exchange Student (Rovaniemi, Finland)

2017 - 2018

SKILLS

Game Engines: Unity, Construct 3

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

Software: Blender, Figma, Miro, Trello, Notion, Adobe Photoshop, Illustrator, Indesign, Premiere Pro, Github, Fusion 360, Procreate, Office

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

LANGUAGES

Spanish: Native

English: Fluent