



Patricia S. Gracia Artero

3D artist, Unity 3D and VR developer

Salamanca - Spain (geographic flexibility)

ptrcia.github.io/porfolio/

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About me...

I consider my profile to be multidisciplinary, self-taught and creative. My deep studies in art and my specialization in virtual and multi-media projects allow me to work from several points of view and to obtain effective and different solutions.

Work Experience

3D artist | beChiara

January 2023

- Realistic 3D modelling
- Design adapted to the needs of the users maintaining an attractive composition and coherence between the required elements.

3D modeller, artist and developer Unity and VR | PresenceXR

August 2022-October 2022

- Modelling, optimisation and texturing of 3D objects
- Inserting models into the Unity3D engine
- Setting up behaviours and logic to objects
- Conceptualisation and design of virtual environments

Video games analyst | guardadorapido.com

2020-2021

Studies

Higher Degree in **Multiplatform Application Development**

Higher vocational education (FPGS) | 2023- in progress

Videogame Creation with **Unity** Course

Escuela de Organización Industrial (EOI) | 2023

Master's Degree in **Visual Arts and Multimedia**

Polytechnic University of Valencia | 2020-2022

Master's Degree in **Research in Art and Creation**

University Complutense of Madrid | 2019-2020

Degree in **Fine Arts**

University of Murcia | 2015-2019

Languages

Spanish ☒ ☒ ☒ ☒ ☒
English ☒ ☒ ☒ ☒ ☐
Level C1 Cambridge

Competences

Blender

☒ ☒ ☒ ☒ ☐

Unity

☒ ☒ ☒ ☒ ☐

Substance Painter

☒ ☒ ☒ ☒ ☐

Adobe Lightroom

☒ ☒ ☒ ☒ ☐

Adobe Premiere

☒ ☒ ☒ ☒ ☐

Adobe Photoshop

☒ ☒ ☒ ☐ ☐

Adobe InDesign

☒ ☒ ☒ ☐ ☐

Adobe Illustrator

☒ ☒ ☐ ☐ ☐

Adobe Audition

☒ ☒ ☐ ☐ ☐

-

HTML

☒ ☒ ☐ ☐ ☐

CSS

☒ ☒ ☐ ☐ ☐

C#

☒ ☒ ☐ ☐ ☐

Processing/Java

☒ ☒ ☐ ☐ ☐