



# Patricia S. Gracia Artero

Cartagena (Spain), 1997

[ptrcia.github.io/portfolio/](https://ptrcia.github.io/portfolio/)

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## Conocimientos

Spanish ■ ■ ■ ■ ■  
English ■ ■ ■ ■ □  
Certificate C1 available soon  
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Unity ■ ■ ■ ■ □  
Blender ■ ■ ■ □ □  
Adobe Lightroom ■ ■ ■ □ □  
Adobe Premiere Pro ■ ■ ■ □ □  
Adobe Photoshop ■ ■ □ □ □  
Adobe InDesign ■ ■ □ □ □  
Adobe Illustrator ■ ■ □ □ □  
Adobe Audition ■ ■ □ □ □  
TouchDesigner ■ □ □ □ □  
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HTML ■ ■ □ □ □  
CSS ■ ■ □ □ □  
C++ ■ ■ □ □ □  
Processing/Java ■ ■ □ □ □  
Dart ■ ■ □ □ □  
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Oil paint ■ ■ ■ ■ □  
Acrylic paint ■ ■ ■ □ □  
Ink ■ ■ ■ □ □  
Gouache ■ ■ ■ □ □

## Studies

Master's Degree in Visual Arts and Multimedia | Universidad Politécnica de Valencia, Spain  
2020-Present

Master's Degree in Art and Creation Research | Universidad Complutense de Madrid, Spain  
2019-2020

Degree in Fine Arts | Universidad de Murcia, Spain  
2015-2019

## Work Experience

Videogame analyst for guardadorapido.com  
2020-2021 [Link](#)

Commercial and Photographer | Roman Theater of Cartagena  
2017

## Collective exhibitions

"Paisaje UM versus Barranco de Gebas", Murcia.  
2019 [Link](#)

The Algae Society BioArt & Design Lab "Drift & Migrate", Madrid.  
2019 [Link](#)

## Publications

"The consequences of the glitch in the interactive virtual environment" Final Master's thesis. Master in Research in Art and Creation. Universidad Complutense de Madrid.  
February 2021 [Link](#)

"The consequences of the glitch in the interactive virtual environment" VI Congress of the Spanish Society for Videogame Sciences.  
October 2020 [Link](#)

## Talks

"Introduction to the Degree of Fine Arts" Talk at I.E.S Isaac Peral in Cartagena.  
March 2019 [certificate](#)