



Patricia S. Gracia Artero

Salamanca (geographic flexibility)

ptrcia.github.io/porfolio/

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Languages

Spanish ☒ ☒ ☒ ☒ ☒

English ☒ ☒ ☒ ☒ ☐

[Certificate](#) C1

Competences

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

☒ ☒ ☐ ☐ ☐

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Oil Paint

☒ ☒ ☒ ☒ ☐

Acrylic

☒ ☒ ☒ ☐ ☐

Ink

☒ ☒ ☒ ☐ ☐

Gouache

☒ ☒ ☒ ☐ ☐

About me...

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

Studies

Master's Degree in Visual Arts and Multimedia | Polytechnic University of Valencia

2020-Present

Master's Degree in Research in Art and Creation | Universidad Complutense de Madrid

2019-2020

Degree in Fine Arts | University of Murcia

2015-2019

Work Experience

Video games 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

Las consecuencias del glitch en el entorno virtual interactivo.

TFM. Máster en Investigación en Arte y Creación. UCM.

Febrero 2021 [Link](#)

"Las consecuencias del glitch en el entorno virtual interactivo" VI Congreso de la Sociedad Española para las Ciencias del Videojuego.

Octubre 2020 [Link](#)

Talks

"Introducción al Grado en Bellas Artes" Charla en I.E.S Isaac Peral en Cartagena.

Marzo 2019 [Certificate](#)