



Patricia S. Gracia Artero

3D Artist and Unity 3D/VR developer

Salamanca (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 multimedia 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 artist and support in Unity 3D and VR | Presence XR

August – October 2022

- Modelling, optimisation and texturing of 3D objects.
- Insertion of models in the Unity3D engine.
- Configuration of behaviours and object logics
- Conceptualisation and design of virtual scenarios

Video games analyst | guardadorapido.com

2020–2021 [Link](#)

Studies

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

2020–2022

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

2019–2020

Degree in Fine Arts | University of Murcia

2015–2019

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 Videjuego.

Octubre 2020 [Link](#)

Languages

Spanish ☒ ☒ ☒ ☒ ☒

English ☒ ☒ ☒ ☒ ☐

[Certificate](#) C1

Competences

Unity

☒ ☒ ☒ ☒ ☐

Blender

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Adobe Lightroom

☒ ☒ ☒ ☒ ☐

Adobe Premiere Pro

☒ ☒ ☒ ☒ ☐

Adobe Photoshop

☒ ☒ ☒ ☐ ☐

Adobe InDesign

☒ ☒ ☒ ☐ ☐

Adobe Illustrator

☒ ☒ ☐ ☐ ☐

Adobe Audition

☒ ☒ ☐ ☐ ☐

TouchDesigner

☒ ☐ ☐ ☐ ☐

–

HTML

☒ ☒ ☐ ☐ ☐

CSS

☒ ☒ ☐ ☐ ☐

C++

☒ ☒ ☒ ☐ ☐

Processing/Java

☒ ☒ ☐ ☐ ☐