



Patricia S. Gracia Artero

Cartagena (Spain), 1997

ptrcia.github.io/portfolio/

Tlf. 677153050 patriciagraciaartero@gmail.com

Conocimientos

Spanish ■ ■ ■ ■ ■

English ■ ■ ■ ■ □

[certificate](#)

-

Unity

■ ■ ■ ■ □

Blender

■ ■ ■ □ □

Adobe Lightroom

■ ■ ■ □ □

Adobe Premiere Pro

■ ■ ■ □ □

Adobe Photoshop

■ ■ □ □ □

Adobe InDesign

■ ■ □ □ □

Adobe Illustrator

■ ■ □ □ □

Adobe Audition

■ ■ □ □ □

TouchDesigner

■ □ □ □ □

-

HTML

■ ■ □ □ □

CSS

■ ■ □ □ □

C++

■ ■ □ □ □

Processing/Java

■ ■ □ □ □

Dart

■ ■ □ □ □

-

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](#)