



Patricia S. Gracia Artero

3D artist, Unity 3D and VR developer



677153050



patriciagraciaartero@gmail.com

Links



[Portfolio](#)



[Itch.io](#)



[LinkedIn](#)

language

Spanish
English

Level C1 Cambridge

Competences

- Blender
- Unity
- Adobe Cloud
- Andoid
-
- C#
- Java
- HTML
- CSS

Sobre mi...

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 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

Bootcamp Videogame Creation with **Unity**

Stega Academy | 2024

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