



Patricia S. Gracia Artero

3D artist, Unity 3D and VR developer

Salamanca – Spain (geographic flexibility)
ptrcia.github.io/portfolio/
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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 modeller, artist and developer Unity 3D and VR in PresenceXR
Agosto 2022–Octubre 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 for guardadorapido.com
2020–2021 [Link](#)

Commercial and Photographer : Roman Theater of Cartagena
2017

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

Komorebi: El rol de la frustración en la construcción de entornos de realidad virtual basados en espacios cotidianos durante la pandemia del COVID-19. TFM. UPV.
Mayo 2022 [Link](#)

Las consecuencias del glitch en el entorno virtual interactivo. TFM. Máster en Investigación en Arte y Creación. UCM.
February 2021 [Link](#)

“Las consecuencias del glitch en el entorno virtual interactivo” VI Congreso de la Sociedad Española para las Ciencias del Videojuego.
October 2020 [Link](#)

Languages

Spanish ■ ■ ■ ■ ■
English ■ ■ ■ ■ □
Level C1 Cambridge

Competences

Blender

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Unity

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Adobe Lightroom

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Adobe Premiere Pro

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Adobe Photoshop

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Adobe InDesign

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Adobe Illustrator

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Adobe Audition

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TouchDesigner

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HTML

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CSS

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C++

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Processing/Java

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