

Patricia Burgos

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EDUCATION

Ringling College of Art and Design, Sarasota, FL May 2020

Bachelor of Fine Arts in Illustration, May 2021

Illustration Academy, Kansas City, MO

- Workshop Program, June 2019

Studio Arts College International, Florence, Italy

- Study Abroad Program, May 2018-July 2018

ILLUSTRATION & CONCEPT ART EXPERIENCE

Associate 3D Artist, Target Corporation, February 2022-Present

- Collaborated with product designers to create 3D visualizations of Target home goods products in scenes to illustrate their intended use, color story, and style versatility
- Arranged 3D trainings, built style guides, and provided 3D troubleshooting assistance for business partners of Target to drive consistency and accuracy through 3D sample submissions
- Proposed original product concepts that were created in Vizcom, an Ai-powered creative tool; 3D or sketch for efficiency during concepting phase

3D Artist Independent Contractor, Deep Sky, January 2022-December 2023

- Was responsible for creating lighting for animations and stills for Deep Sky's client, Super Plastic
- Partnered with team of 3D artists and animators daily to fulfill the pipeline and complete projects successfully
- Designed lighting and texturing within the client's current style and brand guidelines within the deadline

3D Design Intern, ThinkMotive: A Project Worldwide Agency, February 2021-July 2021

- Conceptualized Augmented Reality Filters, experiential installations, in-store displays, and brand designs for clients like Mountain Dew, Corona, PepsiCo, Frito Lay, Bubly, and more
- Modeled, textured and rendered 3D assets for website designs, in-store display mockups, experiential installations, advertisements, and website designs
- Collaborated and communicated daily with the 3D team and other creatives on concepts and projects

Sculpting Workshop, Hasbro, October 2019-March 2020

- Developed a toy inspired by a Magic the Gathering Throne of Eldraine expansion release
- Presented a character design with turnarounds to Hasbro mentors and attended a two day digital sculpting workshop held by Hasbro on Ringling campus
- Communicated and worked with a Hasbro mentor over the course of the workshop to design, sculpt, articulate and polypaint a 3D model

EXHIBITIONS

Society of Illustrators Student Scholarship Competition Exhibition, New York, NY, Spring 2020

Illest of Illustration, Ringling College of Art and Design Sarasota, FL, Fall 2019

Best of Ringling Exhibition, Ringling College of Art and Design Sarasota, FL, Spring 2019

SKILLS

Proficient • 3ds Max, V-Ray, Procreate, Photoshop, Microsoft Office

Intermediate • Cinema 4D, Octane Render, Maya, Pixologic ZBrush, Blender, Illustrator, InDesign, Microsoft Excel

- Language: Conversational Spanish