

Patricia Burgos

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EDUCATION

BFA, Illustration, Ringling College of Art and Design, May 2021 Sarasota, FL

Illustration Academy Workshop Program, June 2019 Kansas City, MO

Studio Arts College International, May-July 2018 Florence, Italy

3D ART EXPERIENCE

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

- Collaborate with product designers, merchants, and brand partners to develop high-fidelity 3D visualizations, AI-assisted concept imagery, and immersive retail experiences that influence product development, merchandising strategy, and design storytelling
- Produced 15 planogram visualizations, 32 final renders, and 21 interactive 360 experiences across six product categories while maintaining rapid production timelines and supporting a 47% increase in team project volume
- Drove adoption of scalable 3D workflows by developing render-ready templates, reusable asset libraries, workflow documentation, and training materials, reducing project intake friction, improving consistency, and enabling broader use of 3D visualization across Product Design and Packaging teams

Freelance 3D Artist, Cloud Co, October 2025-December 2025

- Sculpted 8 unique character concepts in ZBrush for the Care Bears Cousins product development pipeline, translating 2D reference artwork into stylized 3D plush toy designs
- Developed distinct form factors and character silhouettes for each sculpt, emphasizing creative exploration while maintaining alignment with established brand aesthetics
- Collaborated with the product development team to rapidly iterate on high-quality 3D assets, helping accelerate the plush ideation and visualization process for future product lines

Freelance 3D Artist, Deep Sky, December 2022-January 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

- Designed and presented a toy concept inspired by Magic: The Gathering's Throne of Eldraine expansion and completed a digital sculpting workshop under Hasbro mentorship

EXHIBITIONS

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

SKILLS

Proficient • 3ds Max, V-Ray, ZBrush, Procreate, Photoshop, Vizcom, ChatGPT, Firefly, Microsoft Office

Intermediate • CLO3D, Cinema 4D, Octane Render, Maya, Blender, Illustrator, InDesign, Microsoft Excel

- Language: Conversational Spanish