

CRISTINA ROSIQUE GÓMEZ

ARCHITECT & RESEARCHER












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PROFILE

Architect with passion for storytelling, with experience in architecture to VR design and research.

I am as well the co-founder of Mirador Collective, because I have the belief that creative expression has the power to generate new ideas and approaches.

SKILLS

	Photoshop
	Indesign
	Premiere
	Illustrator
	After effects
	Cinema 4d
	Autocad
	SketchUp
	Unity
	QGIS
	DepthMapX

LANGUAGES

English | Fluent

Spanish | Native

EDUCATION

- 2021- **MSc Space Syntax**
Pres. University College London
- 2017- **MA Graphic Media Design**
2018 University of the Arts London
- 2010- **BA & MA Architecture**
2016 Castilla la Mancha University
- 2014 **MA Architecture I Erasmus**
Fachhochschule Münster

Architecture Workshops

- 2013 Technische Universität Berlin
- 2013 Barcelona University (ETSAB)
- 2013 École Spéciale d'Architecture (Paris)
- 2014 Univerza v Ljubljani

Courses

- 2021 **Humanitarian Response to Conflict and Disaster** | HarvardX
- 2017 **Art and internet** | UNED
- 2015 **Theatre** | UCLM
- 2015 **Parametric design: Grasshopper**
Rhino Fab Studio
- 2013 **Saudi-Spanish: Architectural identity**
UCLM

EXPERIENCE

- 2019 - Present **Creative team I Leo Burnett**
Art direction. Graphic and motion design. Concepting for campaign. Creative team with Amy Bushill (Copy).
- 2019 **Freelance graphic designer I Keko London**
Social media content. Graphic design and mock ups. Concepting for campaign. Creative team with Douglas Bowen (Copy).
- 2019 **Design intern I Critical Mass**
Concepts, motion design, app and UX design, illustrations and icons design.
- 2018 **Graphic and digital print developer I Sadie Williams**
Developing prints for London Fashion Week (AW18 and SS19 collections), editing social media content and browser design.
- 2018 - Present **Designer, researcher, co-founder I Mirador collective**
Exploring social issues through VR, AR and interactive media.
- 2017 - 2021 **Freelance designer I University of the Arts London & BaiShe**
Illustrations, moving images, fashion templates, PowerPoint design.
- 2015 - 2016 **Graphic / editorial designer I Ediciones Asimétricas**
Art, architecture and art research editorial, I was working on the design of book layouts and covers.
- 2010 - 2012 **Summer architect internships**
Concepts, architecture research and first layout drafts.

EXHIBITIONS & PUBLICATIONS

- 2019 **Co-Curator and contributor I #VirtualSurgery** exhibition
Curation of the exhibition/experience and showcasing a VR experience.
- 2019 **Contributor writer I Eve Liebe** gallery journal
An abstract of my reseach [*Femme*] *Urban Explorer*.
- 2018 **Contributor writer-researcher I ALWFAV 2**
An abstract of my reseach [*Femme*] *Urban Explorer*.
- 2012 - 2016 **MAET I Toledo (Spain)**
Exhibition of my architectural work in the spanish architecture show MAET.

COLLABORATIONS

- 2019 **New Lork performance I Costume design**
Visual and dance performance about a spanish poet, Lorca.
- 2019 - Present **Digi-Gal I Member and contributor**
Womxn and non-binary worldwide group who is specialised in 3D.
- 2018 **Designing a feminist Alexa I UAL & Femininist internet**
Intensive 3 days- workshop of designing a feminist Virtual PAs (Personal assistant) following by a public talk and presentation of the final outcome and insights.
- 2018 **Speaker I ALWFAV 2 symposium I UAL**
Presentation of my research [*Femme*] *Urban Explorer* as part of the symposium.
- 2018 **CAPITAL (MAP) I Barbican museum**
Three-month collaboration between musicians and design students and performance showcase at Barbican.