

# Pamela Chávez

XR Designer . Artist . Developer . Product Owner

XR Product Designer, Futurist and Skilled Prototyper in Unity and UE5 + VR Interactions; I challenge transition as a Game Designer, Developer, UX and digital 3D artist to create immersive XR experiences, games, and human-computer interactions.



I believe in the power of the VR: Technology + Art to improve health, education, and quality of life.

## skills

### Game Development

Unity  
Unreal  
Game Design  
Tech Art  
Gameplay Prototyping

### 3D Art & Technical Art

Autodesk Maya  
Blender  
Substance Painter  
Marvelous Designer  
Character & Avatar Systems  
Rigging & Animation Integration  
Asset Optimization for Real-Time

### XR & Immersive Development

VR Design  
XR Prototyping  
Metaverse Development  
Spatial Interaction Design

### AI & Emerging Tech

Multimodal AI  
AI-Driven Interaction Systems  
Human-AI Interaction

### Design & Product

VR Design  
XR Prototype  
UX / UI  
Figma  
Adobe Suit & CapCut  
Design Thinking

### Production

QA / Testing  
Agile / Cross-disciplinary Collab.  
Project Coordination  
Memorable Projects

## experience

### XR, Creative, Designer & Developer Technologist VR Demons

Apr 2022 - Present

- Founded and lead an experimental XR studio developing immersive games, experiences, and workshops with social impact, blending storytelling, neuroscience, and gameplay.
- Developed XR projects for diverse clients and global brands, including creative and training experiences, with applications in healthcare for companies such as Novo Nordisk.
- Direct and contribute to the technical development of experimental VR experiences addressing social issues, **presented at Electronic Game Show, Pixelatl, VR Fest, Talent Land, Gaming Fest, and AWE USA, and nominated for Best Game at Pixelatl 2020.**
- Represent VR Demons in international XR programs and showcases, including the XR Startup & Talent Showcase in Canada, and featured across media, radio, and global XR events such as MIT Reality Hack.
- Currently developing **AI-powered XR solutions, including Process Automation, Conversational Bots, Applied Artificial Intelligence, and Creative sensorial solutions.**

### Roblox Asset 3D Artist

#### Oka Studios & FadeStar

2025 - Present

- Modeled and optimized stylized props, delivering **Roblox**-ready assets for real-time gameplay environments.

### XR Technical 3D Artist

#### MetaVRse

Apr 2022 - 2025 · 3 yrs - Full time · Canadá, Ontario · Remote

- Built **high-performance metaverse environments, characters, and props** optimized for real-time XR platforms.
- Helped develop a **scalable avatar system**, creating modular assets (hair, accessories, retail clothing) with full rigging and animation integration.
- **Delivered training avatars for Emirates Airline, producing culturally accurate uniforms and turbans fully compatible with the avatar platform.**
- Contributed to **interactive metaverse games and enterprise XR** experiences for global brands.

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## experience

### Lead XR Project Manager

#### Inmersys

Full-time · Oct 2020 - Sep 2022 · 2 yrs

- Led the development of **XR and interactive experiences**, coordinating multidisciplinary teams across design, development, and production.
- Managed **Unity-based immersive projects**, contributing to experience design and gameplay mechanics.
- Planned production using Gantt charts, managing milestones while maintaining direct communication with clients and internal teams.

### Lead VR Project Manager

#### EON Reality

Full-time · Mexico City Jan 2018 - Sep 2020 · 2 yrs 3 months

- Led the production of VR training simulations and immersive experiences.
- Coordinated multidisciplinary teams across 3D, development, and design pipelines.
- Managed project timelines and client communication to deliver interactive VR solutions.

### 3D GENERALIST

#### EON Reality

Full-time · Mexico City Jan 2018 - 1 yrs 8 months

- **Instructor: XR Product & Service Design**
- **Instructor: Technologies & Devices**
- **Led Masterclass: Gaming Industry in the Metaverse**  
**ISDI - The «Digital Business School» of the AI era**  
Mexico - Hybrid 2023
- **Instructor Unreal Workshop: Build Gameplay Mechanics**  
**Collectables : Game for Her Own Game**  
**Arden . Pixelatl Workshops**  
Mexico GDL - On Site 2023
- **STEM Mentor Instructor - XR & Metaverse**  
**Epic Queen**  
Amazon Offices - On Site & Hybrid 2021 - 2024
- **Professor: Virtual Environments in Games IV**
- **Professor: Seminar on the History of the Animation Industry in Video Games.** 🎓🎮  
**University of the Incarnate Word**  
Hybrid 5 years 8 months

## education

Tecnológico de Monterrey

**Digital Art & Animation , Visual Effects & Video Games|**

January 2010 - August 2015

LAD

## languages

Spanish (Native)

English (Conversational)

## reference

Enrico Montaña

CEO INMERSYS

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<https://inmersys.com/>

Julie Smithson

CEO METAVRSE

<https://metavrse.com>

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## honors & awards

- 🏆 **Best Android XR App with Gemini Live API at MIT**  
The Massachusetts Institute of Technology Reality Hack — 2026  
Awarded for Love, Hate and Robot, an XR experience built with Android XR, Gemini Live, and a Unitree humanoid robot enabling AI-driven decision-making interactions.
- 🏆 **1st Place — Sanctuaries of the Future Hackathon**  
Hosted by Meta and VR Fest MX - 2025  
Project: Sanctuary of the Inner Echo — immersive XR experience exploring spirituality, technology, and storytelling. Meta Horizons World.
- 🎓 **Selected Participant — MIT Reality Hack**  
Massachusetts Institute of Technology — 2025  
Selected to participate in one of the world's leading immersive technology hackathons focused on XR innovation, **becoming the first Mexican woman selected for the program.**
- **Startup Selected — XR Accelerator Program**  
Immersive National Centre of Excellence for Immersive Technology, Canada's XR Accelerator. Chosen as part of the cohort supporting emerging immersive technology startups. 2025- 2026
- 🏆 **Finalist — Best Game of the Year**  
Pixelatl Festival · Game Show Case 2020
- 🏆 **Finalist — Social Impact VR Project**  
Government Creative Guadalajara · 2023  
Chosen among 400+ projects, with our social impact Virtual Reality experience.
- 🎮 **GDC Scholarship — Microsoft Gaming XBOX**  
Awarded a scholarship to attend the Game Developers Conference (GDC) by Microsoft Gaming · 2020
- **Recognition — Borderless Content Congress**  
Issued by Tijuana EDC / BCC · 2020  
Recognition from organizations supporting the 2nd Virtual Congress Borderless Content.
- **Finalist — Digital Leader Category**  
Globant Women Awards 2022  
Recognized for leadership and innovation in immersive technology and XR.
- 🏆 **Winner HP (Hewlett- Packard) Contest - Best Excellence Visual Game**  
Animagames 2014  
Tecnológico de Monterrey & Hewlett- Packard México

## activities



Always with passion

Pame Chavez

## contact

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