

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 & education for companies such as Novo Nordisk, Lenovo & Red Energy.
- 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

Julie Smithson

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honors & awards

- 🏆 **Winner 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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