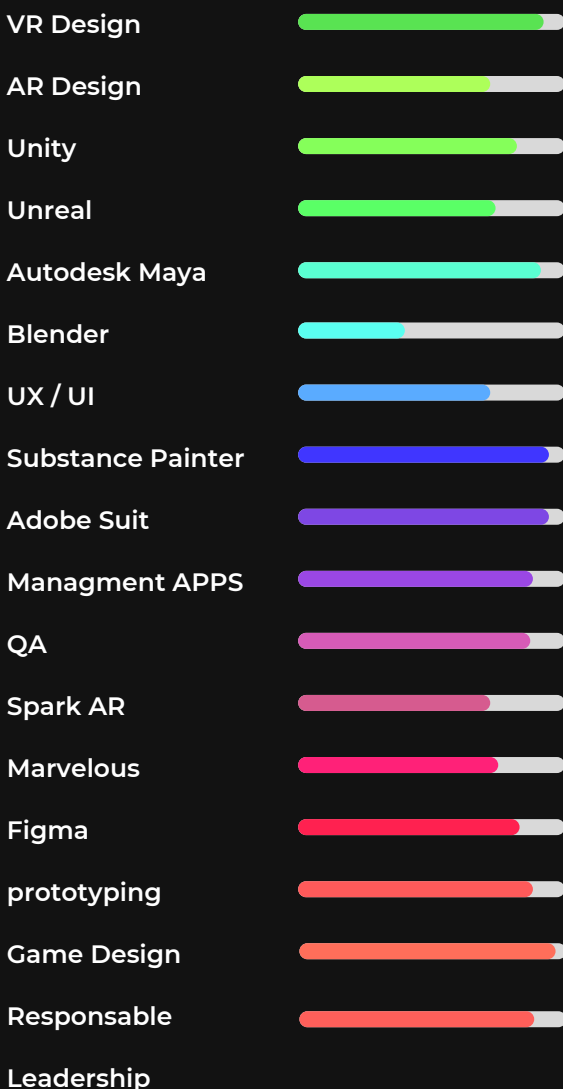




XR Product Designer, Futurist and Skilled prototyper in Unity and UE5 + VR Interactions; I challenge transition as a Game Designer, Developer, UX and digital 3D artist to create immersive XR experiences, games, and human-computer interactions.

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

SKILLS + COMPETENCES




PAMELA CHÁVEZ

XR SPECIALIST
VR CREATIVE DIRECTOR
PROJECT MANAGER
3D XR ARTIST

 pamechavez.com

 +5521738363

 pam@vrdemons.com

 Mexico City

EXPERIENCE

CURRENT



XR Technical 3D Artist

MetaVRse - Full time

Apr 2022 - Present - 2 yrs 9 mos

XR Designer, 3D, VR, Metaverse



Co-Founder, Director, PM, Game Design & QA

VR Demons - Virtual Reality Experimental Games

Apr 2020 to Present · 4 yrs 9 mos

Virtual Reality Games with Social Impact

INSTRUCTOR

Instructor: Virtual Environments



Bachelor's Degree in 3D Animation and Video Game Design

University of the Incarnate Word

Dec 2020- 2022

Software: Autodesk Maya + Substance Painter + Unreal Engine

PAST



Lead XR Project Manager

Inmersys · Full-time

Oct 2020 - Sep 2022 · 2 yrs

Public Speaking · Unity · Game Development · Game Design Documents · Teamwork · Project Management · Game Mechanics · Agile Methodologies · Creative Director · Virtual Reality Product Design · VR Design · Project Development Lead · Team Motivation · User Experience (UX) · Mixed Reality · Game Design



Lead VR Project Manager

EON Reality · Full-time

Jun 2016 - Mar 2020 · 4 yrs

EDUCATION

Tecnológico de Monterrey

Digital Art & Animation , Visual Effects & Video Games|
January 2010 - August 2015

LAD

REFERENCE

Enrico Montaña

CEO INMERSYS

+52 1 55 2899 5170

<https://www.inmersys.com/>

RELEVANT PROJECTS SINCE 2015

Dec 2023 - Jan 2024

Buccolam VR - Meta Quest 3 development

Role: 3D Artist of Neuraxpharm Training - Buccolam VR - Using Unreal 5 , Metahumans & Mocap animations.

Brief: The primary purpose of this TRAINING is to provide comprehensive training for healthcare professionals, cares or family members on how to respond to and administer medication to mitigate seizures in children (15).

Associated with **VR Demons**

Dec 2020 - Jul 2021

Avatar System for "THE MALL" metaverse.

Role: 3D Avatars System and Environments.

Brief: TheMall is the future of interactive social shopping

TheMall is the world's largest virtual mall. At 100 floors, the virtual tower is 100 million square feet of retail and entertainment space, TheMall aims to be the #1 destination in the Metaverse.

TheMall, the World's Largest Virtual Mall, and BambuMeta® a Web3 Loyalty Platform team up with Mars to Launch the STARBURST® JUICYVERSE at SXSW 2023

Associated with **Metavrse**

Dec 2020 - still developing

Incomplete VR Game - EXPERIMENT THE VR HORROR RHYTHM GAME with levels about social impact, like bullying, harassment, and your deepest fears.

Virtual Reality Games with Social Impact

Role: Original Game Idea, Gameplay, Art Director, Script, UX, 3D, Lead Project Manager. QA

Brief: INCOMPLETE is a rhythmic-sensory VR experience where players experience in first person the fight against contemporary social demons magnified in scenarios that combine a horror atmosphere with rhythm mechanics with the aim of being able to "Complete themselves".

Accompanied by an exceptional and original soundtrack.

The game has been presented at events such as EGS (Electronic Game Show), Talent Land, Pixelatl, VRFest and nominated for the best game of the year category in Pixeltal Chinelos's 2020.

Associated with **VR Demons**

Dec 2020 - Jul 2021

Origina VR - (Departments A, B, G and 5 Amenities) - Meta Quest 2 development

Role: Lead Project Manager. QA

Brief: Origina was looking for a virtual reality architectural project that would provide its clients with a vision of what their future home would be like. Therefore, we developed scenarios with a high level of realism, paying attention to everything from scale to the smallest detail, all of this to offer the user an authentic experience.

Associated with **Inmersys**

Dec 2023 - Jan 2024

Guerra Fría VR Game - HTC Multiplayer development.

Role: Art Director, UX, Game Design, 3D Artist. Art Assamblar in Unity

Brief: Best Competition VR Christmas Game.

Associated with **EON REALITY**

Apr 2015 - Apr 2017

VIRTUAL REALITY CENTER CES - EON REALITY MÉXICO 2016

Role: 3D Artist. Art Assamblar in Unity

Brief: First Virtual Reality Center in Mexico

The center aims to promote virtual development and research to strengthen key sectors such as education, science, and medicine.

In April of the year 2016, EON Reality, the global leader in knowledge transfer based on virtual and augmented reality for industry, education, and educational entertainment, announced a \$20 million dollars investment to build the first virtual reality center in the country.

EON Reality is present in Europe, Asia, the Middle East, as well as the United States. It has more than 450 clients and collaborates with device developers such as Facebook, Google, and Amazon.

Associated with **EON REALITY**

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Visit more about me!
pamechavez.com ✨

LinkedIn



**Pamela Estefania Chávez
López**

XR Specialist & VR/AR
Director/Producer | @MetaVRse XR
3D Artist | Co-Founder
@VrDemons | Virtual Ambients
Professor | Lead/Project Manager
@inmersys @EONRealityInc |
GameDev | 3D Artist | Unreal 5 |
Unity | VR!

MetaVRse | Tecnológico de Monterrey

[View profile](#)

My daily platforms, tools, & software.

