Degly Sebastian Pava Pava

✉ deglypavapava@gmail.com 📱 +1 (630)635-5612 | +81 (090)6097-7173 in/deglypava 🌐 www.deglypava.com

EXPERIENCE

Senior Extended Reality Specialist - Manager

STYLY Inc. **July 2024 - Present, Tokyo, Japan**

- Coordinated a Unity-based space exploration game demo designed for Apple Vision Pro called *Astroscoop*, showcased at MWC 2025 as part of **KDDI**'s forward-looking XR initiative; contributed to STYLY's growing reputation in immersive gaming and experiences.
- Led global developer outreach and bilingual partnerships for STYLY, facilitating collaboration between Japanese and international teams; built strategic relationships with **MIT, Parsons School of Design, and leading XR developers** across the US, Korea, and Latin America.
- Drove platform growth through mentorship, technical workshops, and global event presence—supporting over 700 developers and contributing to a catalog of **50,000+ published XR contents**; featured at Tokyo Game Show, MIT Reality Hack, SushiTech, AWE, and other major industry events.

Quality Assurance (QA) Specialist on XR

ERASMUS-IMLEX Board of Directors **September 2023 - Present, Joensuu, Finland**

- Ensured the quality and industry relevance of a €12M XR Master's degree funded by the **European Commission**, supporting the development of next-gen talent in immersive technologies and game design across multiple universities.

Senior Unity AR Engineer, Solution Division

Pretia Technologies **October 2023 - July 2024, Tokyo, Japan**

- Developed core AR systems powering mobile games like *ARPuzzleGame*, *AnimalPal*, and *ARgamemadeEZ*, released in **173 countries** and featured at **Universal Studios Japan**.
- Collaborated with global gaming giants including **CAPCOM, Nintendo, and Pokémon**, leading cross-functional teams and managing external devs to deliver polished AR gameplay experiences.
- Pioneered AR glasses development through **Qualcomm's** AR Developer Pathfinders Program, focusing on multi-device collaboration, seamless UX, and high-performance mobile-to-headset interactions.

Founder / XR Engineer – Omni Applications LLC & LucidDreams S.A.S

Omni Applications LLC - LucidDreams S.A.S **April 2021 - September 2023, United States - Colombia**

- Created and launched high-impact AR experiences across TikTok, Instagram, and Snapchat driving over **291 mil lifetime interactions** and helping brands deliver immersive marketing and gaming campaigns through full-platform XR strategies.
- Lead XR developer events in **Colombia** in collaboration with XRCol, building strong ties with the **Meta Oculus Start** community and supporting local creators; prototyped original game demos including an environment-reactive VR shooter built for spatial gameplay.

EDUCATION

ERASMUS MUNDUS JAPAN - Msc Engineering, Lighting and XR | MSc in Optics, Image, Computer Vision, Machine Learning and Multimedia | Msc of Computer Science

Toyohashi University of Technology | Universite Jean-Monnet | University of Eastern Finland • Japan | France | Finland • 2023

Systems and Computer Engineering

Minor in Software Engineering • Full Scholarship for Top High School Graduates • Universidad Nacional de Colombia • 2019

SKILLS

Certifications: Meta Oculus Start Developer | Meta AR Developer Professional Certificate | Meta Spark Creator AR Certification | Unity and C# Proficiency | VR games using Vuforia SDK | User Experience & Interaction Design for AR/VR/MR/XR | AR (Augmented Reality) & Video Codec Streaming Services Emerging Tech | Apple Vision Pro Developer | Top Voted MIT Mentor | Partnership Manager | **Languages**: **EN - ES - JP - FR**