

# Diego Leyton

## Senior Software Engineer and Creative Technologist

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**Senior Software Engineer and Creative Technologist** driven by the idea that technology can spark curiosity and make learning joyful. With experience in game development, virtual/augmented reality, and interactive technologies, I've spent my career building systems that connect creativity with innovation.

At **Meta**, I've helped shape the metaverse — as an Engineering Manager and Technical Lead — and I'm passionate about using these skills to create meaningful experiences.

## CAREER SUMMARY

- **14+ years of experience in software engineering**, including **7 years at Meta (Facebook)** — over 2 years as **Engineering Manager and currently Tech Lead** in Horizon Worlds, **building the Metaverse**.
- Previously worked at **Meta Company (AR startup) for 2 years** as Lead Engineer, developing **Augmented Reality** collaboration technologies.
- **5 years in the game industry** (DeNA, Atakama Labs), leading the development of mobile games released worldwide on Google Play, App Store and Amazon Store.
- **Passionate about interactive technologies** and education through technology, designing self-directed learning tools used daily by my children.

## IMPACT SUMMARY

### Product Development

**Led and contributed** to multiple high-impact applications used by millions of users — including **Meta's Horizon Worlds** and several mobile games

### Engineering Excellence

**Drove a cross-team test coverage initiative (9 teams, ~90 engineers)**, raising automation **from 50% to 90%**, reducing regressions, and improving release stability.

### System Migration

As Engineering Manager at Meta, **led the migration of Creation Tools architecture**, enabling faster iteration and better user experiences and performance.

As Tech Lead at Meta, **led the organization-wide migration of the UI system**, improving maintainability and cross-platform consistency.

### AR Innovation

**Invented the smartphone-to-AR interaction technique**, later **patented and widely showcased** in product demos and investor presentations, which was instrumental in securing additional investor funding. **Winner of the AWE 2017 Best Presentation Award** for Augmented Reality.

### Architecture Design

Created the MVCB **architecture pattern, adopted across AR projects** for modularity and engine independence.

### Educational Technology

**Created personal learning tools** for my children that transformed daily routines — from understanding math to brushing teeth — into playful, self-motivated activities, reflecting my belief that technology can nurture curiosity and autonomy from an early age.

## EXPERIENCE

### Meta (Facebook)

**Tech Lead / Engineering Manager** in [Horizon Worlds](#) building the [Metaverse](#)

**Senior Software Engineer & Tech Lead (Horizon Worlds)**

Aug 2023 — Present

Meta (Facebook) · Menlo Park, CA, USA

- **Led performance tools team** to enable creators to evaluate and improve runtime efficiency across Horizon platforms.
- **Led a pillar-wide test coverage initiative across 9 teams (~90 engineers)**, increasing automated test coverage from 50% to 90%, resulting in a measurable reduction in regressions and higher release stability.

**Engineering Manager (Horizon Worlds Creation Tools)**

Jan 2021 — Aug 2023

Meta (Facebook) · Menlo Park, CA, USA

- **Managed Horizon Worlds team (10+ engineers)**, providing [Creation Tools](#) to users so they can build and share their immersive experiences.
- **Led the migration of Horizon Worlds CreationTools architecture**, enabling faster iteration and better creator experiences.

**Senior Software Engineer / Tech Lead**

Dec 2018 — Jan 2021

Meta (Facebook) · Menlo Park, CA, USA

- **Tech Lead** of the team building the **Creation Tools** of Horizon Worlds
- **Tech Lead building the VR UI library** for Horizon Worlds.
- Senior Software Engineer **building the first version of Horizon Worlds**.

### Meta Company (AR)

**Lead Engineer (Augmented Reality)**

Dec 2016 — Sep 2018

Meta Company (AR) · San Mateo, CA, USA

- **Led Collaboration in Augmented Reality**: With this feature, users can simultaneously interact with holograms in the AR workspace.
- **Created the org widely used architecture pattern MVCB** based on MVC, to work with different game and graphical engines.
- **Meta Cloud Infrastructure (GoLang)**: Worked as a backend and frontend software engineer developing the Meta Cloud infrastructure and micro-services.
- **Inventor of the interaction with Smart Phones in Augmented Reality**. This is an intuitive way to grab content from a Smart Phone, just using the hands (patented). Videos: [Collaboration in AR](#) and [Importing 3D Models](#).
- **Winner of the best presentation for Augmented Reality Award** in AWE 2017, the largest AR+VR event in the world.
- **Managed the architecture improvement** of the Meta2 Workspace, a working environment for Augmented Reality.
- Part of the **SDK team**, implementing features as the calibration profile system for the Meta2 headset.

# DeNA Studios

Worked developing **video games as a Technical Lead Engineer**.

## Technical Lead Engineer

Jun 2015 — Dec 2016

DeNA Studios San Francisco · San Francisco, CA, USA

- **Technical Lead Engineer of [Deck Storm](#) (Unity 3D)**. This is a modern mobile game based on customizable collectible card game (CCCG), and released in Google Play and Apple AppStore.
- **Proposed and successfully implemented engineering quality standards**, reducing the amount of issues found by QA, and improving our game quality, robustness and user experience.

## Senior Software Engineer

Feb 2014 — Jun 2015

DeNA Studios Canada · Vancouver, BC, Canada

- **Designed the software architecture** used in most company games.
- Worked on [World of Thingies](#) (Unity3D). This mobile video game was released in Google Play, Apple AppStore and Amazon AppStore.

## Software Engineer → Lead Engineer → Project Manager

Jun 2011 — Feb 2014

Atakama Labs (DeNA Studios Santiago) · Santiago, Chile

- **Led [Dungeons and Dragons Arena of War](#) (Unity 3D) and [Galaxy Assault](#) (JavaScript)**, games released on Google Play and App Store.
- **Evangelized Unity 3D** adoption across teams through mentorship and training.
- Collaborated with DeNA San Francisco to enhance the company's internal framework (C++, Objective-C, Java, JS).
- Contributed to the Android port of [Zombie Farm](#) using the internal engine; **this title was a key factor in DeNA's acquisition of the company**.

## PERSONAL PROJECTS

### Educational Applications

Designed and developed multiple interactive learning applications used daily by my children to acquire core cognitive skills.

- [Math Learning App](#) enabling toddlers to understand additions through visual interactions.
- [Marmilo \(Brushing Teeth App\)](#) using interactive virtual pets and rewards to guide children through proper hygiene routines.

### Interactive Experiences

- [Horizon Worlds Creation Tools & Scripting Tutorial](#) for the community, which was well received and featured as a must-see resource for beginners.
- [Haunted House](#) giving users a VR experience using Horizon Worlds.

SKILLS

Tech

- C#
- Unity 3D
- C++
- Java
- JavaScript
- React

Methods & Leadership

- Team Management
- Front End
- Agile Methodologies

Domains

- Augmented Reality
- Virtual Reality
- Game Development
- Educational Technologies

Quality & Tools

- Software Usability
- Git
- Phabricator

EDUCATION

<b>Master's Degree, Computer Science</b> University of Chile	2010 — 2013
<b>Engineers' Degree, Computer Science</b> University of Chile	2008 — 2013
<b>Bachelor's Degree, Computer Science</b> University of Chile	2005 — 2008
<b>Outstanding Student, Computer Science</b> University of Chile	2009 — 2009

PUBLICATIONS

- Leyton, D.; Pino, J.A.; Ochoa, S.F., "EBTAM: technology acceptance in e-Business environments", Information Systems and e-Business Management, 01 May. 2015.  
DOI: 10.1007/s10257-014-0255-2
- Leyton, D.; Pino, J.A.; Ochoa, S.F., "Modeling Technology Acceptance in E-Business Environments", e-Business Engineering (ICEBE), 2013 IEEE 10th International Conference on Coventry, UK, pp.90, 97, 11-13 Sept. 2013.  
DOI: 10.1109/ICEBE.2013.14

LANGUAGES

- English — Fluent (written and spoken)
- Spanish — Native