Asier Arranz

Senior Staff Developer Advocate @ **NVIDIA** · Robotics & Physical AI

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SUMMARY

I make robots learn in GPU simulation and then prove it on real hardware, on whatever each demo needs, from an 8 GB Jetson to the biggest GPUs NVIDIA makes. I build the whole Physical AI pipeline: physics sim, models, language interface, and the ops to keep it alive on a show floor. My format is the live demo: real hardware, running in front of the audience. The demo is the visible part; the job is getting the new stack into developers' hands. I ship the code, the guides and the upstream fixes so people can build on top.

EXPERIENCE

Senior Staff Developer Advocate · NVIDIA (Global)

Oct 2024 - present

I do live robot demos, write hands-on guides, and publish open source around NVIDIA's simulation and robot learning stack (Isaac Sim, Isaac Lab, Jetson). Some things I built in this role:

- **Physical AI demo in production (Japan).** I designed and built the whole thing: a smart factory simulated with **Newton** and MuJoCo-Warp GPU physics, a Unitree G1 humanoid walking on a reinforcement learning locomotion policy, and a Franka arm. You control all of it with natural language, in English, Spanish or Japanese. It's deployed at an NVIDIA center in Japan with automatic failover, and I trained the local team that operates it today.
- **VR teleoperation for the GR00T N1.7 + LeRobot launch with Hugging Face.** I built teleoperation of the SO-101 arm in **Isaac Lab** with a Quest 3 over CloudXR. The streaming was unstable, so I found the root cause and sent two pull requests upstream to NVIDIA **Isaac Teleop**: PR #726 (frame-rate lifecycle: p95 one-way latency from ~54 ms to 10-13 ms, packet loss from 3.9% to 0.06%) and PR #753 (streaming defaults documentation) (Seeed coverage ↗).
- **NemoCast, Computex 2026 (Taipei).** A live AI news show hosted by two UBTECH Alpha Mini humanoid robots. **Gemma 4**, Kokoro TTS and live English to Mandarin translation running locally on a single 8 GB Jetson Orin Nano Super at the NVIDIA booth.
- **World model demos (NVIDIA Cosmos).** Interactive video generation on 8x H100s: a slider to compare real vs generated footage, and a live viewer that shows every denoising step while the model generates.
- **On-device video generation (GTC Taipei).** A full text-to-video pipeline (LTX-2.3, 22B parameters) running entirely on one **DGX Spark** (GB10 Grace Blackwell), no cloud.
- **The macOS flashing workflow for DGX Spark.** I built it because I needed it for my own units, and NVIDIA adopted it as the official workflow.
- **Google Tokyo & Paris (2024-2025).** I presented the international debut of Gemma 2 at the Gemma Developer Day in Tokyo, with the demo live on Jetson and a surprise appearance by Google's CEO (video ↗), and the Gemma 3 launch at Google's Paris office.

Technical Marketing Engineer, Jetson Embedded & Robotics · NVIDIA (EMEA)

Oct 2020 - Sep 2024

- Every time a new wave of generative models dropped (**GPT, Llama, Mixtral, Qwen, LLaVa, InternVL** and other multimodal models), I got them running on Jetson embedded devices as soon as the weights were out, and published the guides and demos for the developer community.
- I ran the Jetson education funnel in EMEA: professors got hardware grants, became Jetson AI Ambassadors, and taught the certified course to their students.
- My bar for every launch demo: a developer should be able to deploy it in under 15 minutes. That meant preconfigured images with samples, shared repos, tutorials, and pull requests.
- I gave the talks and ran the demos at international events, and wrote educational material for partners, universities and enterprise developers.

Global Quantum Community Lab Lead · IBM Research (New York)

Apr 2019 - Oct 2020

- I built and led a team of designers, developers and creative technologists to grow the Qiskit developer community. We ran demos at the IBM booth at **CES** and at the **World Economic Forum** in Davos, and hackathons in the Swiss Alps and in the mountains outside Tokyo.
- I got into IBM by winning the IBM Quantum hackathon (Qiskit Camp 2019) with an XR quantum circuit viewer.

Oculus Launchpad Fellow · Meta (California)

Jun 2018 - Mar 2019

- I built the world's first 6DOF "Mario Kart" style VR experience in my apartment, on a Lenovo Mirage Solo (video ↗). I presented it at Oculus Connect in San Jose, and it was recognized among the top VR projects of the Launchpad cohort.

Developer Program Manager · ConsenSys (Brooklyn)

Apr - Jun 2018

- Designed and taught Ethereum smart contract training (Python) for executive and engineering teams in Zurich and Singapore.

Head of Technology Lab & International MBA Professor · IE Business School (Madrid)

Feb 2016 - Apr 2018

- I founded the Technology Lab and designed the "WOW Room", an immersive classroom that won the Reimagine Education Award. Teacher Excellence Award in 2017 and 2018.

INDEPENDENT WORK

- **AskSkynet.com (Feb 2019).** The first public web interface to chat with a GPT model: I put OpenAI's GPT-2 (117M) online right after its release, years before ChatGPT (story ↗). In June 2020 I got the same demo running fully local on a Jetson Xavier NX, and that demo helped me join NVIDIA that October.

PATENTS

- **US 11,580,286**: 3D visualization of quantum circuits (IBM), developed before similar work at Google Quantum AI (patent ↗).

INVITED TALKS & LIVE DEMONSTRATIONS

- **Google Tokyo**: international debut of Gemma 2, live demo on Jetson (2024).
- **Google Paris**: Gemma 3 launch (2025).
- **GTC**: talks and demos on LLMs, robotics and edge AI (2020-2026).
- **GTC Taipei**: my session "How to Run Open Models and Agentic AI Efficiently at the Edge" (2026) (replay ↗).
- **Computex (Taipei)**: Physical AI demos at the NVIDIA booth (2026).
- **CES & World Economic Forum (Davos)**: quantum computing demos at the IBM booth (2019-2020).
- **TEDx**: multiple editions (2015-2024).
- **MIT Enterprise Forum**: AI innovation roundtables (2019-2024).
- **Talent Land Mexico**: main stage keynote (2019).
- **Oculus Connect (San Jose)**: presented my 6DOF VR project (2018).

AWARDS & HONORS

- **IBM Quantum Hackathon** winner, Qiskit Camp (2019) · **TechCrunch Disrupt SF Hackathon** winner (2015) (feature ↗) · First **HoloLens** developer in Europe, Microsoft (2016) · **Google-BBVA InnovaApps+** winner (2014) · **Qualcomm Developer of the Month** (2015).
- **Business Insider** listed me among the top Spanish tech voices (article ↗).

EDUCATION

Telecommunications Engineering · University of Deusto (Bilbao)

2003 - 2008

- ProUD Alumni: picked as one of the 50 distinguished graduates of the faculty (ProUD ↗).

TECHNICAL SKILLS

ROBOTICS & SIMULATION

Isaac Sim & Isaac Lab, Isaac Teleop, Newton & MuJoCo-Warp GPU physics, GR00T (VLA), LeRobot SO-100/101, XR teleoperation (CloudXR, Quest 3), USD, reinforcement & imitation learning.

EDGE AI

Jetson (Orin Nano, Thor), DGX Spark (GB10), TensorRT, quantization (GGUF, NVFP4), llama.cpp, vLLM, Whisper ASR, Kokoro TTS, on-device speech pipelines.

AI MODELS

LLMs / VLMs / VLAs (Qwen, Gemma, Llama, Nemotron), NVIDIA Cosmos world models, LTX video generation, diffusion & LoRA fine-tuning, model evaluation.

SOFTWARE

Python, PyTorch, CUDA fundamentals, C++, JavaScript, Swift, Kotlin, Go, FastAPI, Docker, Linux deployment (systemd, Tailscale, observability). Spanish (native), English (fluent).