

Chris Wren

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Summary

Experienced Producer with decades in AAA game development (14 shipped titles) and XR technologies, understands the business of software product development, works fluidly with communication and operations teams, proven track record in leading big and small, internal and external teams to deliver beloved software products in immersive environments. Seeking a role in building and running a development team to create world class immersive products.

Experience

Director XR Product

ULTRALEAP

- Reported to VP/SVP Product
- Technical liaison to the Business Development team
- Promoted our hand tracking and mid-air haptics solutions with customers and at trade shows
- Built /Managed application engineering team across US, UK, and China developing XR demonstrations and integrations across our product line
- Prospected / Managed Software Partnerships
- Engaged/Built Ultraleap developer community
- Initially Lead US XR Developer (design, programming, art, Unity)

Senior Producer

BANDAI NAMCO

- Led business and production for the PC AAA game division (\$10M annual budget)
- Directly managed a team of internal producers managing large external teams
- Licensing, BD/Contracts, day to day production across multiple AAA titles
 - Notably "Warhammer: Mark of Chaos"
- Expanded PC distribution to Europe and Asia through partnerships

Producer

ELECTRONICS ARTS (MAXIS)

- Creative design and production for "The Sims" video game franchise
 - art, audio, localization, multiplayer, design, engineering, mmo, console, & live team
- Sims Hot Date, Sims Vacation, Sims Unleashed, Sims Online, Sims Bustin' Out, The Urbz, Sims 2

Lead Artist

HASBRO INTERACTIVE

- Led art development for the Flight Sim group (award winning Falcon 4.0)
- Managed a team of 6 artists and provided art direction
- Created primary 2D/3D artwork for Sim and RTS groups

Game Design Professor

GEORGE MASON UNIVERSITY

- Founded/designed the Computer Game Design (CGD) degree program
- Instructed Game Design, VR, and Game Production coursework
- Outreach Committee Chair, Executive Advisory Board, Curriculum Committee
- During this time also:
 - Launched successful XR startup
 - Master's degree

Education

GEORGE MASON UNIVERSITY

Master of Education (MEd)

Concentration in Instructional Technology, 4.0 GPA

UNIVERSITY OF SAN FRANCISCO

Bachelor's Degree, Psychology

Member of Psi Chi (Psychology National Honor Society)

Skills

Team Leadership • Game Design • XR Interaction Design • AAA Game Industry Production • Unity/Unreal Proficient • C# Programming • Business Development • Budgeting/Scheduling • Strategic Planning • AI Tools • XR Hardware • 2D/3D Content Creation