

Chris Wren

San Jose, California

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Summary

Innovative and solutions-driven Senior Product Manager with decades of experience in AAA game development and XR technologies. Proven track record in leading cross-functional teams to deliver cutting-edge products in immersive environments.

Experience

Director of Software Partnerships

ULTRALEAP

Jul 2017 - Jul 2024 (7+ years)

- Grew with this British tech startup through 4 rounds of funding, acquisition of Leap Motion hand tracking technology, many high-profile engagements, integrations & partnerships. Built teams, XR prototypes, and built our brand in the developer community, raising our profile online and at major trade show events.
- Director Customer Applications Team (2020 - 2023)
 - Managed 8 application engineers across US, UK, and China developing XR demonstration and integrations across our product line
- Head of Global Application Team (2017 - 2020)
 - Led XR prototyping initiatives in the US, establishing a rapid prototyping team to explore new use cases and customer engagement

Senior Producer

BANDAI NAMCO

2004 - 2007 (3 years)

- Led business and production for the PC AAA game division
- Directly managed a team of internal producers managing large external teams
- Licensing, BD/Contracts, day to day production across multiple AAA titles
- Expanded PC distribution to Europe and Asia through partnerships

Producer

MAXIS (EA)

2000 - 2004 (5 years)

- Managed creative design and production for “The Sims” series
- Key production and design responsibilities on multiple titles, including Sims Hot Date, Sims Vacation, Sims Unleashed(Sim of the Year), Sims Online, Sims Bustin Out, The Urbz, Sims 2

Lead Artist

MICROPROSE (Spectrum Holobyte, Hasbro Interactive)

1996 - 2000 (4 years)

- 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

University Professor

GEORGE MASON UNIVERSITY

2008 - 2017 (9 years)

Founded/designed the Computer Game Design (CGD) degree program

Instructed Design, VR, and Production coursework

Outreach Committee Chair, member Executive Advisory Board

Launched successful XR startup "WrenAR", master's degree, married, 2 kids

Education

GEORGE MASON UNIVERSITY

Master of Education (MEd), Curriculum and Instruction

2010 - 2013

Concentration in Instructional Technology, 4.0 GPA

UNIVERSITY OF SAN FRANCISCO

Bachelor of Arts (BA), Psychology

1992 - 1996

Emphasis in Brain and Behavior and Cognitive Research

Member of Psi Chi (Psychology National Honor Society)

Skills

Team Leadership • XR Interaction and Interface Design • AAA Game Industry Production • Unity Proficient • C# Programming • AI Tools • XR Hardware • 2D and 3D Content Creation

References available upon request