

Chris Wren

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XR

ULTRALEAP

Director Software Partnerships

San Francisco, California

July 2017 – July 2024

- During 7 years at this startup, wore many hats
 - Solutions Engineer, XR Prototyper, Team Lead, Director Partnerships
- Led prototyping efforts in XR for haptics and hand tracking
- Built and managed customer applications team worldwide
- More recently, developed and managed external partners to engage developers and increase software partners in VR training, entertainment, and visualization

Key Achievements:

- Autodesk VRED integration for non-Varjo HMDs and non-HMD based displays
- Partnership Hackathon sponsorships: MIT RealityHack 2024, Stanford Immerse the Bay Hackathon 2023
- Multiuser AR experience "Unreal Garden" at E3 2019 along with Enklu
- Developed "Crystal Cave VR" walkaround multiplayer haptic experience (IAAPA, CES, GDC 2018/19)
- Created "Critical Mass" multiplayer VR haptic demo (AWE 2018)
- Awarded 2 patents related to mid-air haptics in 2018
- "Last Jedi" interactive digital signage (New Scientist Live, Royal Academy of Engineering 2017)

WREN AR LLC

CEO/Founder

2014 - 2017

- Developed innovative XR interfaces and interactive platforms
- Provided consulting and contractual development for XR integration

Notable Projects:

- [Rainbow Jellies](#) 2016 - MR demo showing softbody interactions with your hands, downloaded over 10K times
- [2015 Virtual Shopping experience with advanced avatars](#)
- [2016 Edison Electrical Institute - Smart City VR demonstration](#)
- [VR Paint](#) (like Tiltbrush, but more feature-rich)
- [MaxPlay](#) Research and Game Engine Comparative Analysis
- [Lunar Destiny](#) (RTS Pioneering VR UI and interactivity)
- Analytics and AR consulting for [Metateq](#) (ONR/MIT Lincoln Lab project)
- 2017 Grand Prize Winner [Usens Developer Contest](#) for “Monster Shop”

INSTRUCTION

GEORGE MASON UNIVERSITY

Term Professor

2008-2017

- Founding member of the undergraduate and graduate game design programs
- Designed and developed the Computer Game Design degree program
- Instructed upper undergraduate and graduate program game design, VR, and production coursework

Other Duties/Service:

- Faculty Moderator of GADIG (Game Design Student Group)
- Outreach Committee Chair
- Curriculum Committee Member
- Member of the CGD Executive Advisory Board
- Dean’s Committee
- Research Council

AAA Game Industry

BANDAI NAMCO

Senior Producer

Santa Clara, CA

2004-2007

- Head of Business/Production for the PC division of NBGA
- Developing/Licensing new IP and content for the PC market
- Warhammer: Mark of Chaos started in 2004 and shipped in 2006
- Expanded NBGA distribution to Europe and Asian markets
- Built a PC publishing pipeline for Namco including compatibility, localization, and manufacturing
- Expanded PC Division to include Current-Gen Console Development

MAXIS (EA)

Producer

Walnut Creek/Redwood Shores, CA

2000–2004

- Creative design and production across multiple titles, exclusively worked on “The Sims” line of products
- Key production and design responsibilities on: Sims Hot Date, Sims Vacation, Sims Unleashed (sim of the year), Sims Online, Sims 2, Sims Bustin’ Out, The Urbz: Sims in the City

MICROPROSE (Spectrum Holobyte, Hasbro Interactive)

Lead Artist

Alameda, CA

1996–2000

- Led art development for the Flight Sim group (sim of the year Falcon 4.0 and others)
- Managed art schedules and team of 6 artists
- Provided Art Direction to Flight Sim group
- Created primary artwork for Falcon 4.0 and Star Trek games

Skills

- Team Leadership - over 2 decades leading development teams and growing direct reports
- Experienced at Networking and Public Speaking / Demonstration
- XR interaction and interface design expert
- 13 years AAA Game Industry Production and Art (14x AAA game titles shipped)
- Unity Proficient (12 yrs), some UE
- C# (prior: Unityscript, UNet, Photon)
- 9+ years university program/course design and instruction
- Hands-on development experience with most XR hardware
- Proficiency with 2D and 3D content creation tools (Autodesk, Blender, Adobe)

Talks/Demos

- [AWE 2024 – The year of AR](#)
- [VR Report June 2024](#)
- CES 2018-2024
- [MIT Reality Hack 2023-4](#)
- Stanford XR Conference 2019-2024
- Stanford ImmerseTheBay Hackathon 2023
- [XR Bootcamp 2020 Behind the Scenes at Ultraleap](#)
- [E3 2019 Unreal Garden](#)
- IAAPA 2018-2020
- GDC 2018-2022
- [AWE 2017 - Beyond the Hands Talk](#)
- ECGC 2016-17
- GDC 2016 – SVVR VR Mixer Rainbow Jellies Demo
- ACM SIGGRAPH (DC Chapter), October 2016 – AR/VR presentation and demo
- Aug 2016 – U.S. Congress VR Day – Rainbow Jellies Demo
- DCVR 2015-7 – Demo and panels on developing VR interfaces in Unity
- NPRA 2016 - Hosted Pokémon Go webinar for National Parks Association
- BaltimoreVR VR Expo 2016 - Wren's Quality Kicks Demo
- Alexandria VR
- District Arcade 2016
- Chicago AR Meetup February 2015 – Hosted and presented WrenAR demos
- AWE 2015 – hosted a talk on advanced AR interactivity
- DCIFF 2015 – Game Tech for Movies seminar

EDUCATION

GEORGE MASON UNIVERSITY, Fairfax, VA

Master of Education (MEd), Curriculum and Instruction

2010–2013

- Major in Curriculum and Instruction with concentration in Instructional Technology
- 4.0 GPA

UNIVERSITY OF SAN FRANCISCO, San Francisco, CA

Bachelor of Arts (BA), Psychology

1992-1996

- Liberal arts degree in Psychology with an emphasis in Brain and Behavior and Cognitive Research
- Heavy load of computer science and computer networking classes
- Member Psi-Chi (Psych Nat. Honor Soc.)

References available upon request