Chris Wren

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# Summary

Experienced Producer with decades in AAA game development 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. Ready to dive into making your next product epic.

# Experience

## Director

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.
* Managed team of application engineers across US, UK, and China developing XR demonstrations and integrations across our product line
* Led XR prototyping initiatives in the US, established 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 ($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
* 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

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 Game Design, VR, and Game Production coursework
* Outreach Committee Chair, member Executive Advisory Board
* During this time also:
  + Launched successful XR startup
  + Earned master’s degree

# Education

## GEORGE MASON UNIVERSITY

Master of Education (MEd), Curriculum and Instruction

2010 - 2013

Concentration in Instructional Technology, 4.0 GPA

## UNIVERSITY OF SAN FRANCISCO

Bachelors Degree, Psychology

1992 - 1996

Emphasis in Brain and Behavior

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**

**Virginia McArthur**

* Title: Executive Producer “The Sims” at Electronic Arts
* Relationship: Former colleague, direct manager across multiple projects
* Email: vamcarthur@gmail.com or vmcarthur@ea.com
* Phone: +1 (510) 220-6958

**Matt Tullis**

* Title: Vice President XR Ultraleap
* Relationship: Former manager and colleague
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**Kevin Clark**

* Title: Director National Science Foundation (NSF)
* Relationship: Mentor / former professor and colleague at George Mason University
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