

## **Chris Wren**

San Jose, California

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## **Senior Product Manager | XR Specialist**

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.

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## **Professional Experience**

### **ULTRALEAP**

*Director of Software Partnerships*

San Francisco, CA | July 2017 – July 2024

- In this role, prospected and developed key relationships with high profile partners for integration into hardware and software solutions. This also included building our brand in the developer community and 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

### **BANDAI NAMCO**

*Senior Producer*

Santa Clara, CA | 2004 – 2007

- 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

### **MAXIS (EA)**

*Producer*

Walnut Creek/Redwood Shores, CA | 2000 – 2004

- 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, Sims Online, Sims 2

## **MICROPROSE (Spectrum Holobyte, Hasbro Interactive)**

*Lead Artist*

Alameda, CA | 1996 – 2000

- Led art development for the Flight Sim group (award winning Falcon 4.0).
- Managed a team of 6 artists and provided art direction

## **GEORGE MASON UNIVERSITY**

*University Professor*

Fairfax, VA | 2008 – 2017

- 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

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## **Skills**

- Team Leadership: Over 20 years of experience successfully leading development teams
- XR Interaction and Interface Design: Expert in designing immersive XR experiences
- AAA Game Industry Production: Over a dozen years of experience with over a dozen award winning AAA titles shipped
- Unity Proficient: 12 years of experience, with some knowledge of Unreal Engine
- Programming: Proficient in C#
- XR Hardware: Hands-on experience with most XR hardware
- 2D and 3D Content Creation: Proficient with Autodesk, Blender, & Adobe tools

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## **Education**

### **GEORGE MASON UNIVERSITY**

*Master of Education (MEd), Curriculum and Instruction*

Fairfax, VA | 2010 – 2013

- Concentration in Instructional Technology, 4.0 GPA

### **UNIVERSITY OF SAN FRANCISCO**

*Bachelor of Arts (BA), Psychology*

San Francisco, CA | 1992 – 1996

- Emphasis in Brain and Behavior and Cognitive Research
- Member of Psi Chi (Psychology National Honor Society)

## Talks and Demos

- AWE 2024 – The Year of AR
- VR Report June 2024
- CES 2018-2024
- MIT Reality Hack 2023-2024
- Stanford XR Conference 2019-2024
- Stanford ImmerseTheBay 2023
- XR Bootcamp 2020 – Ultraleap
- E3 2019 – Unreal Garden
- IAAPA 2018-2020
- GDC 2018-2022
- AWE 2017 – Beyond the Hands Talk
- ECGC 2016-2017
- GDC 2016 – SVVR VR Mixer  
Rainbow Jellies Demo
- ACM SIGGRAPH (DC Chapter),  
October 2016 – AR/VR  
Presentation and Demo
- U.S. Congress VR Day – Rainbow  
Jellies Demo (August 2016)
- DCVR 2015-2017 – Panels on VR  
Interfaces in Unity
- NPRA 2016 – Pokémon Go  
Webinar for National Parks  
Association
- BaltimoreVR VR Expo 2016 –  
Wren’s Quality Kicks Demo
- Alexandria VR 2014-2017
- District Arcade 2016
- Chicago AR Meetup February  
2015 – WrenAR Demos
- AWE 2015 – Advanced AR  
Interactivity Talk
- DCIFF 2015 – Game Tech for  
Movies Seminar

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*I encourage outreach to any former colleagues, references available upon request*