Chris Wren

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PROFESSIONAL EXPERIENCE

Ultrahaptics
Palo Alto, CA
Senior Solutions Engineer
July 2017 – Present

Lead US development of cutting edge AR/VR prototypes and demos to showcase Ultrahaptics' mid-air haptic technology. Unity-based development for clients and marketing/trade shows targeting Location Based Entertainment, Social, Automotive, Digital Signage sectors.

Recent Projects:
- "Critical Mass" multiplayer VR haptic demo showcased at AWE 2018
- "Last Jedi" digital signage – New Scientist Live (Royal Academy of Engineering) 2017
- "Beyond Terra", "Sorcerer" digital signage CES 2018
- + Many secret projects

WREN AR LLC
Alexandria, VA
CEO/Founder
2014 - 2017

Formed in 2014 to develop cutting edge AR/VR interfaces and interactive platforms

Recognition:
- 2017 Grand Prize Winner Usens Developer Contest. I made a demo called "Monster Shop" which allows players to make their own monsters and interact with them using their hands and the USens hand tracking system in the HTC Vive. $50,000 Grand Prize awarded at AWE 2017.

Projects:
- Rainbow Jellies (wearvr, vrplay, vrench, vrcreed, chinese site, russian site, reddit, steam)
  - Softbody, IK Avatar / Leap Motion / Vive/Oculus (10K+ downloads)
- Wren's Quality Kicks (wearvr, soccer demo)
  - HTC Vive virtual shopping experience with advanced avatars
- VR Paint (physical interactions, re-texturing)
  - HTC Vive 3D Content Creation Tool (Tiltbrush competitor)

- [Lunar Destiny](#) ([RTS](#), [VR Construction](#), [Space Station](#))
  - [Lunar Colony](#)/[Rover Experience](#)
- Analytics and AR consulting for [Metateq](#) (ONR/MIT Lincoln Lab project)
- [Maxplay.io](#) – Future Game Engine Research, Analysis and AR/VR Consulting
- [Notion Theory](#) - VR Development including custom avatars, full body sports, mixed reality
  - [EEI (Edison Electrical Institute) Smart City VR Demo](#)
  - Bus Dev/Strategic Partnerships

Skills:
- 12 + years AAA Game Industry Art & Production experience
- 7 + years Current Gen VR/AR Development Expertise
- Platforms: HTC Vive, Oculus Rift, GearVR, Google Cardboard/Daydream, Android
- UX & Interface Design/Scripting for VR/AR
- Unity Expert(10 yrs) / experience with all major game engines
- C#, Unityscript, UNet, Photon Proficiency
- Gesture-Based VR/AR Interactivity(Leap Motion, Tobii, USens, Nod, Kinect)
- Custom VR and AR hardware rigs
- AR prototyping with Metaio/Vuforia/ARToolkit

Recent Talks/Demos:
- AWE 2017 - Beyond the Hands Talk
- ECGC 2017 VR Peripehrals
- ECGC 2016 – WrenAR VR Paint Demo at Expo
- 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 Pokemon Go Webinar for national parks association
- BaltimoreVR VR Expo 2016 - Wren's Quality Kicks Demo
- Alexandria VR - Wren's Quality Kicks Demo
- District Arcade 2016 - Wren's Quality Kicks Demo
- February 2015 – Hosted Chicago AR Meetup (sponsored by Patched Reality)
- AWE 2015 – hosted a talk on advanced AR interactivity
- DCIFF 2015 – Game Tech for Movies seminar

GEORGE MASON UNIVERSITY
Fairfax, VA
Term Professor
2008-2017

Responsible for Instruction and Curriculum Design in the Computer Game Design Program
Curriculum Design/Instruction:
- Founding Member of the Undergraduate and Graduate Game Design programs
- Designed and Instructed a majority of the courses for this program early on
- Now focused on upper division and Graduate level design, VR, and production coursework
- Program is 8 years old, over 200 majors, 100 minors and over 700 students total

GMU Cont'd
<u>Other Duties/Service:</u>
- 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

BANDAI NAMCO
Santa Clara, CA
Senior Producer
2004-2007

Head of Business/Production for the PC division of NBGA
- Including 2 AAA PC titles started in 2004 and completed in 2006
  - Notably **Warhammer: Mark of Chaos** RTS for the PC
- Responsible for expanding NBGA distribution to Europe and Asian markets
  - Developing key partners in both regions to co-publish our products
- In charge of production of PC development for NBGA
  - Directly managed 3 Producers for various products
  - Scheduling/Budgeting/Balancing P&Ls for projects/department
  - Day to Day management across multiple titles
  - Contract development/negotiations
  - New business prospecting
    - development teams, publishing partners, licensors, technology
- Built a PC publishing pipeline for Namco including compatibility, localization and manufacturing
  - Expanded PC Division to include Current-Gen Console Development
  - Moved Warhammer franchise and development to the XBOX 360 console
  - Assisting in developing PR and Marketing campaigns/Press conferences/Trade Shows and Interviews

MAXIS/ELECTRONIC ARTS
Walnut Creek/Redwood Shores, CA
Producer
2000–2004

Creative design and production across multiple titles, exclusively worked on "**The Sims**" line of products. Working as part of an elite development group, we took the Sims from a moderate success and less than 1 million units sold, to the #1 PC game of all time and over 100 million units sold during my tenure here.

MAXIS (cont'd)
Key production and design responsibilities on:
- **Sims Hot Date**
- **Sims Vacation**
- **Sims Unleashed** (Sim of the Year)
- **Sims Online** (MMO)
- **Sims 2**
- **Sims Bustin' Out** (XBOX, PS2, Gamecube)
- **The Urbz: Sims in the City** (XBOX, PS2, Gamecube)

Scheduling and Managing:
- Art
- Audio
- Programming
- Testing
- Localization
- Design

SPECTRUM HOLOBYTE/MICROPROSE/HASBRO INTERACTIVE
Alameda, CA
Lead Artist
1996–2000

Led art development for the Flight Sim group

Falcon 4.0 (Sim of the Year) and unreleased sequels for the PC:
- Managing art schedules
- Directly overseeing team of 6 artists
- Providing Art Direction to Flight Sim group
- Hiring new artists as needed
- Managing Art pipeline into the game
- Creating primary artwork and effects
- Multigen/GameGen (SGI based) graphics tools
- 3D Studio Max/Photoshop/Debabelizer

Star Trek: The Birth of the Federation – Developed special effects artwork
- phasers/photon torpedoes/shields/battle scarring

EDUCATION

GEORGE MASON UNIVERSITY
Fairfax, VA
Master of Education(MEd), Curriculum and Instruction
2010– 2013

- Majored in Curriculum and Instruction with a concentration in Instructional Technology
- 3.97 GPA

UNIVERSITY OF SAN FRANCISCO
San Francisco, CA
Bachelor of Arts(BA), Psychology
1992-1996

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

REFERENCES AVAILABLE UPON REQUEST