

## Professional Biography (Spring 2016)

**Chris Champagne** is currently the *Global Gaming Marketing Manager for Amazon Web Services*. Based in Seattle at the Amazon South Lake Union urban campus, he markets the breadth of AWS products and services to the games industry vertical. ([www.aws.amazon.com](http://www.aws.amazon.com).) AWS offers a powerful suite of cloud services for compute, storage, archives, and analytics. Amazon Game Services recently launched the Lumberyard Game Engine and the GameLift service for scaling multi-player games. Amazon recruited Chris to help package, message and evangelize those products and services to all game developers, counting on his development experience to help focus and target that messaging. The impact has been global and the growth explosive. 2016 is proving to be a bright year for Amazon and AWS in games and game services.



### Past Experiences:

Chris was the Studio Director of the Dungeons & Dragons Digital Studio for Wizards of the Coast (Hasbro), and a Director of Innovation for Games and Gaming with Caesar's Entertainment. His previous role as Senior Director of Strategy Services and Delivery services at the digital design agency, Citizen, encompassed running the day to day studio operations for application and middleware development for clients like AT&T, ADP, Intel, Vonage, Cigna, Adidas and eBay. He's been configuring and running technical teams for software development, Enterprise Resource Planning (ERP) systems development and deployment for over two decades. He has similar deep experience in casino gaming supply and operations with companies like Bally's and IGT. A former Captain in the US Army Signal Corps, he has over twelve years military experience in the Nevada National Guard and the US Army Reserve.

His industry experience spans cloud services, mobile, telecommunications, casino gaming, video gaming, simulations, and war gaming. He holds several patents. (See Resume.)

His academic experience includes Adjunct Faculty and Department Chair positions at five colleges and universities, teaching nearly fifty separate courses over the past sixteen years. Courses include topics ranging from project and operations management, to internet marketing and to game design and production. He is currently adjunct faculty at The DigiPen Institute of Technology in Redmond, Washington. (See Course list.)

He's lived in five states and ten US cities coast to coast, and lived abroad in Singapore. He currently resides in Seattle, Washington.

### Core passions define the commonalities between all these various industries and job titles:

- A life-long love of learning, and the belief that games and simulations provide great learning experiences.
- An affinity to start new groups, and launch new products and services.
- A gift for empathy and a desire to understand individuals and group dynamics. This translates to leadership success for orchestrating and organizing teams and projects.
- An innate inventor's natural curiosity and desire to innovate and create.
- A desire to master the blend and connection between strategic vision and tactical execution.
- Taking what he knows and sharing it with others, though curriculum design, teaching, training and consulting.
- Travel, exploration, research and analysis.
- A natural optimism and belief that tomorrow is another day and the best is yet to come.

He can be reached at [crchampagne@hotmail.com](mailto:crchampagne@hotmail.com) and [www.chrischampagne.com](http://www.chrischampagne.com).