Chris Satchell

Biography

As Chief Technology Officer and Executive Vice President of Research & Development at International Gaming Technologies, Chris Satchell is responsible for the strategic and tactical technology vision and execution at the global leader in the design, development, manufacturing and distribution of gaming machines and systems. In his role, Satchell also has direct responsibility for Information Technology, Game Engineering Services, Platforms and Studios, Systems Engineering and QA, Innovation Labs and Global Technical Architecture.

Most recently, Satchell held the position of Chief Technology Officer for the Interactive Entertainment Business (IEB) at Microsoft, where he was responsible for technical strategy and execution across the gaming business at Microsoft; Xbox, Games for Windows, Xbox Live and Microsoft Game Studios. Satchell was also directly responsible for all Microsoft game development platforms and services through the XNA organization. At Microsoft since 2002, he held roles as the General Manger and Chief Software Architect for XNA, Director of Engineering for Microsoft Game Studios, Development Manager for Studio RX and the Racing Studio. While at MGS Satchell worked on critically acclaimed franchises such as Project Gotham Racing, Rallisport Challenge, Forza and Fable.

Prior to Microsoft, Satchell has a long history in games development; serving as an Executive Director at The 3DO Company, Technical Director for Silicon Dreams ltd and an Artificial Intelligence specialist and Project Leader for Eidos Interactive PLC. In previous lives Satchell has been an engineer on Safety Critical Railway Systems, conducted post-graduate research into distributed artificial intelligence systems.