



Charles Babb

Producer, Meta (Moderator)

Charles Babb is a geek about arts, technology, and reality sciences. Currently, Charles is CXO at Fairchild Consortium and Creative Producer at GRX Immersive, a small studio focusing on developing inventive and immersive entertainment experiences. He's also the creative partner in The Geekish Network, a BIPOC geek live-streaming and podcasting network. He developed a variety of manga, anime, television, and film properties for TOKYOPOP. He also produced and designed video game titles published by Warner Bros., Activision, Sony PlayStation, Koei Tecmo, and AT&T.

He expanded his interactive entertainment portfolio as a creative producer and interactive designer working in Augmented Reality and Virtual Reality. Charles was the producer and interactive designer for the Emmy winning episode of Van Jones's The Messy Truth in VR. Charles made a short departure from Interactive Development and became the Creative Producer in Netflix's Global Anime (X-Japan). He further broadened his interactive development and storytelling career as a Creative Producer at Universal Studios' theme parks. Most importantly, Charles is an active member in the community via TEC Leimert, International Game Developers Association and Foundation, Links of San Fernando Valley, and Black in Gaming.

**SATURDAY
MAY 4**

2:00 PM

Careers in Gaming



STUDENT TRACK