

# Chanel Summers

Chanel Summers is a pioneering video game designer and producer with over 20 years in immersive entertainment. She joined Microsoft in 1997 as a program manager in the Internet Gaming Zone, and worked on the online-only game *Fighter Ace*. Soon after, she joined the DirectX team and became an audio technical evangelist, responsible for launching DirectMusic. In 2000, she joined the first Xbox team and helped to design and promote the audio capabilities of the new console. After Microsoft, she toured as a drummer and founded Syndicate 17, an acclaimed audio production company specializing in sound design for location-based attractions and XR experiences. She also served as VP of Creative and Product Development at VRstudios, delivering groundbreaking VR content for entertainment venues.