



Chris Donahue
Group Manager
Windows Graphics & Gaming Technologies

As group manager for the Windows Graphics and Gaming Technologies, Donahue directs a team accountable for promoting DirectX and Windows as a premier gaming platform. Donahue and his team are charged with providing game developers, publishers and IHVs with the information, tools and assistance they need to create gaming and entertainment content on the Windows platform.

Donahue joined Microsoft in January 2003 as technical evangelist for hardware and was promoted to lead technical evangelist of developer relations, then group manager. Previously, he was the manager of developer relations at NVIDIA Corporation.

For more information contact:

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