

# Christopher Gaughan

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## LINKS

[Personal](#), [Git](#)

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## PROFILE

My passion is to create, deploy, and shepherd advanced technologies that make the world kinder, easier to navigate, and more efficient. In following this passion, I have charted a career through AR/VR startups, enterprise NPI at Amazon with real users and measurable company benefits, and the space industry. When I was with Blue Origin, I worked *directly* with Meta enterprise account managers to support our Quest fleet MDM. My professional focus is always on how to build the right tools for the right users to decrease stress, increase company footprint, and, of course, deliver impact.

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## EMPLOYMENT HISTORY

Feb 2026 — Present

AI/Automation Consultant, Kommissary

New York

Kommissary is a logistics, packaging, and procurement services partner for NYC and NYS agencies with an annual revenue of ~\$10M. The company holds contracts with NYC-DOE, NYS-DCF, NYC/NYS Corrections, and several other departments. Kommissary produces, packages and ships 10,000 food units a day, manages a private vehicle fleet, and has multiple plants throughout the Tri-State Area. For this contract role, I was brought on to:

- Designed, built, tested, deployed and now maintain company agentic orchestration, including the agent SDK, RAG, MCP, prompt engineering, and designed agentic workflows.
- Structured, deployed, and now maintain required cloud infrastructure across AWS, Tailscale VPN, OAuth2 token lifecycle, Google Apps Script, and n8n.
- Deployed agentic orchestration for database administration, customer email communications, logistics fleet routing/management, work-management, and production work-management.
- Designed training for the company workforce, built the long-term innovation roadmap, and still support the company in this contracted role.

Jun 2025 — Jan 2026

Operations Manager, SpaceGrid AI

Remote

Led operations for Year 1 at SpaceGrid AI, a venture-backed startup focused on AI-supported facility management. In this role, I managed company operations while also leading product development for the company's satellite-imagery to XR-render agentic pipeline.

- Scoped, designed and built our proprietary RAG model on 50 maritime regulatory sources with an updating substrate based on new document releases.
- Setup and managed core business systems such as Entra SSO, Tailscale VPN, and Google Cloud Console.
- Scoped and built our SOC 2 plan for ITAR compliance, sourced appropriate vendors, and led certification.
- Managed a small team of developers and designers to meet company Agile goals.
- Managed payroll, accounts receivable/payable, vendor onboarding, and software configuration.

Jan 2023 — Feb 2025

Program Manager III - XR Systems, Blue Origin

Cape Canaveral

Led AR/VR/XR product integration programs and IT special projects from inception to completion for manufacturing and integration of the New Glenn Heavy-Lift Rocket and Lunar MKI and MKII landers. Our team of XR specialists worked directly with Blue Origin manufacturing, legal, procurement, IT/ET, change management, supply-chain, and pad operations. In this role, I:

- Built and managed a network of XR hubs across 15 manufacturing facilities in Florida and Alabama with inventories that included Oculus Quest, HTC Vive work-hubs, Microsoft HoloLens, iOS/Android tablets for mobile AR.
- Designed a VR facilitated work--task authoring program for our design, manufacturing, and integration engineering teams to review designed CAD in VR to author work instructions, saving over 200 engineering work-hours per session.
- Managed vendor budgets exceeding \$500K annually, focusing on evaluation and tradeoff analysis.
- Directly collaborated with vendors at Meta, Microsoft, HTC, PTC, HoloLens, Unreal, and VMware.

Jan 2020 — Jan 2023

Program Manager II, Amazon

New York

Oversaw conception, development, and program deployment for XR initiatives for Amazon RME (Reliability Maintenance and Engineering), to support 25K+ technicians in North America, across 500+ sites with YOY program growth. Our internal services involved deployment of HMD fleets for technician

training in NA, LATAM, JP, and the European markets. Lead a small team of designers and technical writers as people leader, as well as managed department contractors.

- Built, budgeted, and deployed technical VR and AR training projects in alignment with OP1 and OP2. I authored several L8 and L9 approved white-papers that produced program operating budgets with an annual approval cap of \$700K.
- Scoped experiences to HTC Vive Focus 3, Magic Leap, and Trimble devices. This involved sourcing then managing vendors to build, test, and maintain our internal XR products.
- Partnered directly with EU, JP, and LATAM Amazon teams for training delivery and emerging technology initiatives.

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EDUCATION

Bachelor of Computer Information Systems, Southern New Hampshire University

Masters in Space System Operations, Embry-Riddle Aeronautical University

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SKILLS

XR/VR/AR/MR

Project/Program Mgmt (PM2, PMP)

Critical Path/Cost Control/Supply-Chain/Procurement

Unity/Unreal

Wearables (RealWear, Vuzix, SnapLens)

OpenAI (ChatGPT/Codex)

Claude (CCLI, Opus, Sonnet, Haiku)

RAG/n8n/Zapier

Atlassian, Monday.com, Redmine, and MS project

Active

Directory/Azure/GovCloud

HMDs (Quest, HTC)

SSO/Git/OAuth2-at-Scale

ITAR/SOC 2

Supabase/Postgres/CouchDB

SQL/noSQL/SQLite

InTune/VMware/Cisco/Meraki

Networking (TCP/IP, DNS, WiFi, VPN)

Python/Powershell/Bash/Grep

Google Cloud Console/Oracle (OCI)

Google Apps Script

AWS (EC2, S3, SES, IAM)

ElevenLabs/Runpod/HuggingFace

HTML/CSS/Python/Javascript/Typescript

Bot Integration (Telegram/Discord/BlueSky)

Google/Microsoft Suites