**BIOGRAPHY**

**John Hight**

**Production Director**

**Blizzard Entertainment, Inc.**

As Blizzard Entertainment's production director for *Diablo III*, John Hight is responsible for coordinating all development team efforts. This involves overseeing all aspects of the project, including all post-launch game updates, as well as managing the production of the console version of the game.

Hight joined Blizzard Entertainment in 2011 as lead game producer on the award-winning *World of Warcraft* expansion, *Mists of Pandaria*. His career in games development began in the early 1990s, and in the years prior to joining Blizzard, he has worked on over 40 games on various platforms. As an executive producer, he has worked on numerous award-winning franchises including *Command & Conquer* and *Neverwinter Nights*. While at Sony Computer Entertainment of America, Hight was instrumental in the development of many critically-acclaimed titles, including *Shadow of the Colossus*, *flOw*, *flower*, and *God of War 3*.

Hight holds a B.S.E. in Computer Science from the University of New Mexico and an MBA from USC’s Marshall School of Business. He served as a board member of the Academy of Interactive Arts & Sciences and was the lead author of *Game Development Essentials: Game Project Management,* a comprehensive introduction to game project management that trains readers in the tools and techniques necessary to become effective team leaders. He also taught game production for four years at the top-ranked Interactive Media division of the USC School of Cinematics.

In his free time, Hight enjoys tabletop gaming, scuba diving, photography, watching movies, and riding his Harley.