**JOHN HIGHT**

**Production Director, World of Warcraft**

**Blizzard Entertainment**

As Production Director, John Hight manages all the development team’s efforts for *World of Warcraft*. He oversees all aspects of game production, from expansions to ongoing live support. He also supervises the day-to-day efforts of the entire team.

Hight joined Blizzard Entertainment in 2011 as Lead Game Producer on the award-winning *World of Warcraft* expansion, *Mists of Pandaria*. He also served as Production Director for *Diablo III: Reaper of Souls* and *Diablo III* on console. In the years prior to joining Blizzard, he worked on over 40 games on various platforms, 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 *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. 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. 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.