**MICHAEL BYBEE**

**Senior Game Producer**

**Blizzard Entertainment, Inc.**

As senior game producer on the *World of Warcraft* development team at Blizzard Entertainment, Michael Bybee coordinates the work of the designers, artists, and engineers that make the world’s most popular subscription-based massively multiplayer online role-playing game possible. He is currently focused on helping bring many aspects of *Battle for Azeroth* to life, including dungeons, raid encounters, quests, items, and a variety of new features coming in the next expansion.

Michael joined Blizzard Entertainment in 2007 as a project manager in the IT department, working on efforts that included the *World of Warcraft* servers. He also served as a producer in the creative development department where he managed a wide variety of projects, including museum exhibits, statues, collectible toys, art, animated videos, comics, and novels. Before joining the games industry, Michael was a civilian contractor on software development projects for the US Air Force.

Michael is part of an extended family of passionate *World of Warcraft* fans. He also loves spiders—they have fascinated him since childhood and he keeps ‘Lenore,’ a pet tarantula, on his desk at work.