**CHACKO SONNY**

**Production Director**

**Blizzard Entertainment**

Chacko Sonny is the production director for *Overwatch*, Blizzard Entertainment’s highly stylized team shooter. He is responsible for managing the production process for the game across all aspects of its development, including strategic planning for the franchise alongside Blizzard’s Chief Development Officer and coordinating communication across all necessary departments to execute on the team’s vision.

Before joining Blizzard, Chacko was the Director of Product Development at Sony Santa Monica Studios; initially for the internal studio on their first multi-product portfolio which included *God of War: Ascension,* and then for the external studio, partnering with third-party developers to create titles like *Hohokum, The Order:1886,* and *Bound.*  Prior to that, Chacko was the studio head for Beachhead Studio, an Activision development studio responsible for building, launching, and supporting the Call of Duty ELITE online service that supported *Black Ops, Modern Warfare 3,* and *Black Ops 2*.

Chacko comes from a background of independent development, having co-founded and managed his own game development studio, Savage Entertainment, for 12 years. After making the leap from management consulting at McKinsey & Company, Chacko got his start in games working at Activision on the venerable *Mechwarrior* franchise. He earned his Bachelor of Arts in Economics, Bachelor of Science in Electrical Engineering, and Master of Science in Electrical Engineering from Stanford University.