**JOHN HIGHT**

**Executive Producer, World of Warcraft**

**Blizzard Entertainment**

As the executive producer of *World of Warcraft*, John Hight oversees the efforts of the game’s development team as it creates new content, helping them keep the experience fresh and exciting. This involves overseeing all aspects of the game and managing the production of content updates and expansions from initial conception through release.

John 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 before returning to the *WoW* team as production director. 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, John was instrumental in the development of many critically acclaimed titles, including *flOw*, *flower*, and *God of War 3*.

John 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, John enjoys tabletop gaming, scuba diving, photography, watching movies, and riding his Harley.