**RAY COBO**

**Lead Game Producer**

**Blizzard Entertainment**

As lead game producer on the *World of Warcraft* team, Ray Cobo works closely with art and design team leadership to create strategic development plans for the game’s expansions and updates, such as the upcoming *Battle for Azeroth* content update *Tides of Vengeance*. His day-to-day consists of working with his production staff and discipline leads to create short- and long-term milestone goals in support of the creative scope for the game. Additionally, Ray helps implement organizational and workflow efficiencies and supervises resource allocation as needed. He works behind the scenes on the logistics so the team’s creative leads can focus on making the game fun.

Ray joined Blizzard in 2010 as a Senior Producer on the *World of Warcraft* team, supporting *Wrath of the Lich King* with post-ship patches. He has since supported every World of Warcraft expansion. Before joining Blizzard, Ray worked on a number of critically acclaimed games including *Wing Commander IV,* *Freelancer, Medal of Honor 4, Medal of Honor: Airborne,* and *Command and Conquer III*.

In his spare time, Ray enjoys the thrill of flight—he’s a pilot (both full-size planes and RC models). He also enjoys quadcopter FPV racing and paragliding/motoring with his friends on the weekends.