**JOHN HIGHT**

**Executive Producer, World of Warcraft**

**Blizzard Entertainment**

As the executive producer of *World of Warcraft*, John Hight oversees the company’s collective efforts around the *World of Warcraft®* franchise, including the ongoing development of the game and its new content, projects that enhance the community’s experience outside of the game, and new opportunities to extend the *World of Warcraft* universe to new audiences around the world.

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.