**Bill Dollar,** Executive Producer

Turn 10 Studios



Bill Dollar is an Executive Producer at Turn 10 Studios, who joined in 2012 with the release of the first *Forza Horizon* game on Xbox 360.

Bill joined Microsoft in 1998 to work on Windows, beginning with Windows 98 through Windows XP. With Windows XP, Bill moved to the Windows Media Center team, designing and producing multimedia front-end experiences running on a variety of living room devices, including the original Xbox. For a decade that spanned 2002 through 2012, Bill helped shape the Xbox console and Xbox Live services in a variety of teams through product design, program management, and production. Bill delivered game developer tools for Xbox Live, programs for independent game development with XNA and Creators Club Online, and product design for Xbox 360 and Xbox One.

In 2012, Bill jumped at the opportunity to join Turn 10 Studios, and work on the *Forza Horizon* series developed by Playground Games. Since then, he’s been thrilled to be part of the team that delivered *Forza Horizon 2* and *Forza Horizon 3*, both to great critical acclaim and positive community reception.

Bill has a passion for gaming that extends broadly, including video games, board games, and pen & paper role-playing games. Early favorites included games such as the *Ultima* series, *Dragon’s Lair*, *Dark Tower* (board game), and *Dungeons & Dragons*.