Matt Booty

Corporate Vice President

Microsoft Studios



Matt is corporate vice president of Microsoft Studios, the organization responsible for developing and publishing Microsoft games for console, PC and mobile platforms. Microsoft Studios produces popular franchises *Age of Empires, Crackdown, Forza, Gears of War, Halo, Killer Instinct, Minecraft, Microsoft Solitaire, State of Decay* and more. The organization encompasses 343 Industries, The Coalition, Mojang, Rare, Turn 10 Studios, Playground Games, The Initiative, the Global Publishing group and more.

Matt previously led the global teams responsible for developing *Minecraft*. He played a pivotal role in Microsoft’s 2014 acquisition of *Minecraft* and successfully integrated the Mojang team from Stockholm into the Microsoft Studios family. Under his leadership, the team expanded *Minecraft* to new platforms, including Nintendo Switch, and in to new areas including VR, education and community content experiences.

Matt first joined Microsoft Studios in 2010 and helped launch the first-party game portfolio on Windows Phone. He later led internal game development teams and digital publishing on Xbox Live Arcade.

Matt started his game career in 1991 as an engineer at Midway Games in Chicago and went on to work as a programmer and game designer. While at Midway, he worked alongside the teams making classic games such as *Mortal Kombat*, *NBA Jam*, *NFL Blitz*, and *Cruis'n USA,* and contributed to some of Midway's 3D graphics efforts in partnership with 3DFX and Nintendo. In 2002, he became the general manager of Midway's Chicago studio. He went on to oversee studios in Seattle, San Diego, Austin, Los Angeles, the United Kingdom and Australia, and became CEO of Midway in 2008.

A game designer at heart, Matt spends his free time coding and building game engines for fun. He also enjoys doing design, modeling and rendering work in Autodesk 3D Studio MAX and making 3D prints of his designs. An aviation photography hobbyist, Matt loves attending airshows and seeking out opportunities to capture air-to-air aviation photos.

Matt holds Bachelor of Science degrees in computer and electrical engineering and a Master of Fine Arts degree from Purdue University.

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