Peter Connelly

Executive Producer, Microsoft Studios

Peter Connelly is no stranger to the Crackdown, as one of the founding members of the franchise Peter is responsible for shipping Crackdown 1 & 2, and is back to lead a global team as Executive Producer for Crackdown 3.

Originally from Ireland, Peter specializes in pulling together teams from other continents to produce AAA games. Peter manages the production scope across Crackdown’s campaign game (developed by Sumo Digital in Sheffield, UK) and revolutionary multiplayer experience (led by Reagent Games with support from Ruffian Games, both based in Dundee, Scotland).

Peter is the connective tissue for the Crackdown franchise – by working with the original developers of Crackdown, including legendary designer Dave Jones, he is instrumental in ensuring the DNA of Crackdown is maintained for fans of the original series.