

Phil Spencer

Head of Xbox

As Head of Xbox, Phil Spencer leads the global creative and engineering teams responsible for games and entertainment at Microsoft. Xbox is transforming the way people around the world play – across Xbox and Windows 10 devices - by pushing the boundaries of creativity and technical innovation no matter where you play.

A 27-year veteran of Microsoft, Spencer has been with Xbox from the beginning. Spencer is responsible for Xbox, including Xbox Live and Microsoft Studios, and has been instrumental in building a community of more than 48 million Xbox monthly active users globally. A gamer at heart, Spencer is constantly working with the team to improve the gaming experience on Xbox and Windows 10, such as the launch of the Xbox App, the New Xbox One Experience and Backward Compatibility for Xbox One.

Spencer influences the Xbox blockbuster franchises such as “Halo,” “Gears of War,” “Fable” and “Forza Motorsport”. Under his leadership, Microsoft added the globally-renowned Minecraft franchise to its portfolio and continues to build on a diverse lineup of blockbuster franchises, independent game titles from the ID@Xbox program and all-new IP like “Sunset Overdrive,” “Ori and the Blind Forest,” the upcoming “Quantum Break” and more.

Spencer previously served as general manager of Microsoft Studios and Microsoft Game Studios EMEA, working with the European development community. Before that, he held various roles across Microsoft within Microsoft Encarta, Microsoft Money, Microsoft Works and Microsoft Picture It!

Spencer has a bachelor’s degree from the University of Washington and currently serves on the boards of the First Tee of Greater Seattle and the Entertainment Software Association. He lives in Bellevue, Washington with his wife and two daughters.

Twitter: @XboxP3

Gamertag: P3