

Phil Spencer

Head of Xbox

As Head of Xbox, Phil Spencer leads the global creative and engineering teams responsible for Microsoft’s premier consumer brand. Fifteen years after the launch of the original Xbox console, TEAM XBOX continues to push the boundaries of creativity, technical innovation and fun - across genres, audiences and devices.

A 27-year veteran of Microsoft, Spencer has been with Xbox from the beginning. Spencer is responsible for gaming at Microsoft, including the Xbox console family of devices and accessories, Xbox Live service and the gaming experiences and content and across devices and platforms.

A gamer at heart, Spencer has been instrumental in building a community of over 50 million monthly active users globally on Xbox Live, with an open and reliable service, a vibrant social community of gamers - from the casual to the hardcore – and a diverse roster of content from game developers of all sizes, worldwide.

With a strategic vision that consistently puts gamers at the center, Microsoft is transforming the way people around the world play. Spencer influences blockbuster game franchises such as “Halo,” “Gears of War,” and “Forza Motorsport.” Under his leadership, Microsoft added the globally-renowned “Minecraft” franchise to its portfolio in 2014 and continues to build upon the games lineup across devices and platforms. This includes investment in new and innovative IP – like “Ori and the Blind Forest,” “Quantum Break,” and “ReCore;”; independent game titles from the ID@Xbox program; a growing roster of Xbox360 backward compatible titles and blockbuster franchises from world-renowned third-party publishing partners.

Spencer previously served as Corporate Vice President, Microsoft Studios and GM, Microsoft Game Studios EMEA. Before that, he held various roles across Microsoft within Microsoft Encarta, Microsoft Money, Microsoft Works and Microsoft Picture It! Spencer began his career with Microsoft as an intern in 1988 and has consistently devoted his time to support the Intern and college new-hire community within the company. He recently served as executive co-chair of the annual Microsoft Giving Campaign, resulting in a historical company record of $125 million dollars raised by employees in 2015, benefiting more than 18,000 nonprofits and schools worldwide.

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.

Twitter: @XboxP3

Gamertag: P3