



## Mike Glosecki

Senior Producer



Michael Glosecki joined the EALA studio in September 2002 and is currently the Senior Producer on new RTS game for PC. Mike was most recently the Senior Producer on *Command & Conquer 3 Tiberium Wars* for the Xbox 360 the follow up to the first Real-time Strategy game for the Xbox 360 - *The Lord of the Rings, The Battle for Middle-earth II*. Prior to these projects, Mike served as the Producer for multiplayer game modes in *Medal of Honor European Assault* and Level Producer on *Medal of Honor Rising Sun*.

Before joining EALA, Mike worked at EA Online as the Producer for both external and internal developers, working on products from simple web-based games to the full-blown Massively Multiplayer Online games *Motor City Online* and *Earth & Beyond*.

Prior to joining Electronic Arts in 2000, Mike worked at Hasbro Interactive as a Senior Producer for several third party projects, the most notable of which are *Roller Coaster Tycoon I*, *Axis & Allies*, and *Centipede*. Mike was with Hasbro Interactive from 1996 through 2000.

Mike started his career at Virgin Interactive in 1992 in quality assurance and quickly moved up to an Assistant Producer role on *The Seventh Guest*. His first role as a Producer was on the street basketball game, *Jammit*, for the Super Nintendo and Sega Genesis console systems.

Mike is an avid vehicle builder and game player, and most importantly, a proud father of four girls.