**Bill Roper**

CCO

Bill Roper is Improbable’s Chief Creative Officer, responsible for connecting the SpatialOS platform’s technological capabilities to the creative vision of Improbable and its partners. He works with Improbable’s own developers and studios interested in SpatialOS, to help them to leverage the SpatialOS elements of Massive Scale, Meaningful Persistence and Rich Simulation to create previously impossible games.

As part of the executive team at Blizzard Entertainment, Bill launched and drove the success of the landmark game series WarCraft, StarCraft and Diablo. Bill later co-founded Flagship Studios in North America before joining Cryptic studios as Director of Design for the massively multiplayer games Champions Online and Star Trek Online.

Prior to his role as CCO at Improbable, Bill held various positions at The Walt Disney Company including as Vice President of their core games business (Disney Infinity, Fantasia: Music Evolved), and at the company’s Innovation Labs, finding innovative ways to tell stories with new technologies.