**Daniel Suarez**

***Vice President, Production, Activision***   
  
Daniel Suarez has worked in the interactive entertainment industry for more than seventeen years and is currently a Vice President at Activision Publishing. Suarez is responsible for managing product development across several Call of Duty properties, including Call of Duty: Ghosts, Call of Duty: China, as well as all digital content for Call of Duty: Black Ops II.

Suarez joined Activision in July of 2005 and has managed the development of multiple projects based on DreamWorks Animation properties including Over the Hedge and Kung Fu Panda, as well as id Software’s Enemy Territory: Quake Wars and Transformers: The Game. Prior to joining Activision, Suarez served as the VP of Product Development for Mobility Entertainment where he was responsible for overseeing the creation and development of several highly rated cell phone titles based on properties such as Tiger Woods Golf, Lord of the Rings, Gladiator, Zorro and Def Jam for publishers such as EA Mobile, Sony Digital, Jamdat and Warner Bros.

Prior to Mobility Entertainment, Suarez was an Executive Producer at Vivendi Universal Games where he managed and produced multiple videogame projects including The Chronicles of Riddick, Scarface and multiple titles based on the Crash Bandicoot franchise. While at Vivendi, Suarez spear-headed the launch of the Black Label Games publishing division which focused on mature themed videogame content.  Suarez has also held Producer positions at Disney Interactive and Saban Entertainment where he produced titles based Disney’s feature animated films “Disney’s Tarzan,” “The Emperor’s New Groove,” and “Saban’s The Mighty Morphin Power Rangers.”