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**Mark Rubin *Executive Producer Infinity Ward***

A game industry veteran of ten years, Mark Rubin is an Executive Producer at Infinity Ward, the studio behind *Call of Duty* and the *Modern Warfare* series. Mark always knew he loved video games, ever since he owned an Atari 2600 at age seven. And his PC gaming took off a few years later when he received a TRS-80 Model III computer, that he proudly modified with 48k of ram.

His gaming career began at Stainless Steel in 2003, where he started as a QA tester and worked his way up to a full-time Producer. Infinity Ward drew his attention after the release of the original *Call of Duty*, as he loved the visceral, cinematic experience it provided.

He joined Infinity Ward in 2005 as a Producer at the tail-end of *Call of Duty 2*. He was promoted to Executive Producer before the reveal of the critically-acclaimed *Modern Warfare 3*. His favorite games are first-person shooters, flight simulators and RPGs. He is currently part of the *Call of Duty: Ghosts* team at Infinity Ward, where he’s working with the leads on the game’s development.