WILLIAM COREY BARNARD

HEAD OF STUDIO
4TH FLOOR, GOODGAME STUDIOS

William Corey Barnard is Head of Studio 4th Floor at Goodgame Studios. In his current role, he is responsible for providing vision, strategy, and leadership to the organization's autonomous and dedicated PC client game development team.

Corey is an industry veteran with over 20 years of experience in the digital entertainment industry. As a Development Director for companies like Warner Bros. and Electronic Arts, Corey contributed significantly to the making of successful titles such as Lord of the Rings Online, Dungeons and Dragons Online, and Need for Speed: ProStreet, among others.

Prior to his current role at Goodgame Studios, Corey worked as Senior Hansoft Coach for Customer Success, evangelizing an advanced agile project management software for game development which is now driving the creation of Goodgame Studios' PC client initiative as well.

His illustrious career before venturing into the gaming industry included stints in the animation industry working on well-known projects like Spiderman and Hot Wheels.

