

The cover art for Call of Duty: Modern Warfare 2 features a central figure of a soldier in full combat gear, including a helmet with a night vision device and a tactical vest. The soldier is holding an M4-style rifle. The background is a chaotic, fiery battlefield with smoke and debris, suggesting a recent explosion or intense combat. The overall color palette is dominated by warm, golden-brown and orange tones, creating a sense of heat and danger. The title 'CALL OF DUTY MODERN WARFARE 2' is prominently displayed across the middle of the image in a stylized, glowing green font. The number '2' is significantly larger and more stylized than the other text.

**CALL OF DUTY  
MODERN WARFARE 2**



## Important Health Warning About Playing Video Games

### Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

## ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit [www.ESRB.org](http://www.ESRB.org)

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# GAME CONTROLS

Default Button	Command
W	Forward
S	Back
A	Left
D	Right
SHIFT	Sprint
Left Mouse Button	Attack
Right Mouse Button	Aim Down Sight
E	Melee
N	Nightvision
3	Grenade Launcher
4 (MP), 5 (SP)	C4, UAV, Airstrike & Helicopter
4	Claymore
1	Next Weapon
2	Previous Weapon
Middle Mouse Button, G	Throw Frag Grenade
Q	Throw Smoke, Flashbang Grenades
F	Activate
R	Reload Weapon
Tab Key	View Score
Space bar	Up Stance/Jump
CTRL Key	Go prone
C	Crouch
Pause Key	Pause

Default Button	Command
Esc Key	Menu
~	Bring up console
T	Multiplayer Text Chat
Y	Multiplayer Team Chat
Z	Multiplayer Voice Chat
F1	Multiplayer Vote Yes
F2	Multiplayer Vote No
F4	Multiplayer Scores
F12	Take a Screenshot

## MAIN MENU

Choose between the Story, Special Ops and Multiplayer Modern Warfare® 2 experience, as well as view your completion percentages for each mode.

## CAMPAIGN

Pick up where *Call of Duty®4: Modern Warfare®* ended and continue the single player experience in the *Modern Warfare™2* campaign. From the Story menu you can resume your most recent campaign or start a new one. You may also use the **Mission Select** option to replay an already completed mission at any difficulty.

*Note: Modern Warfare®2 uses an automatic checkpoint save system to save your game progress. You may also choose to use the **Save and Quit** option from the in-game Pause menu.*

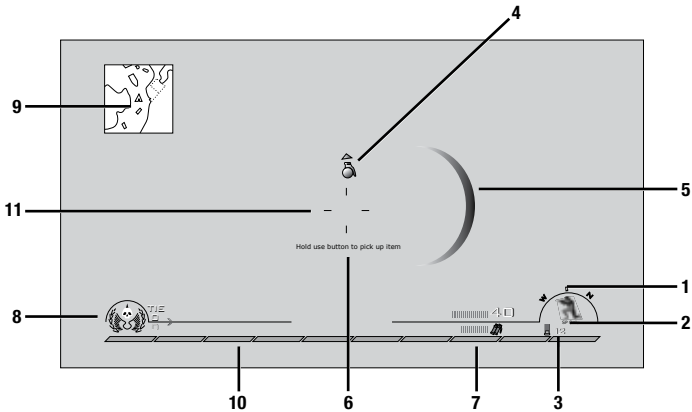
## SPECIAL OPS

Take on a variety of custom-designed challenging missions in Special Ops—solo or with a friend. Experience co-op play in Special Ops locally or remotely online. You can also use this menu to revisit any unlocked Special Ops mission and attempt to complete it on one of three difficulties.

## MULTIPLAYER

Compete with other *Modern Warfare*®2 players online and locally in a variety of maps and game modes in Multiplayer (MP). Unlock new weapons, attachments, perks and rank up in MP!

## HEADS-UP DISPLAY



- 1. Compass** – Shows the direction you are facing.
- 2. Stance Indicator** – Indicates whether you are standing, crouching or prone. (SP Only)
- 3. Inventory** – Displays devices and/or weapon attachments that are currently available.
- 4. Grenade Indicator** – Icon warning you that there is a grenade nearby, arrow indicates the location of the grenade.
- 5. Damage Indicator** – Red marker shows that you are taking damage and the direction the damage is coming from. (See Health System, below)
- 6. Use Icon** – This only appears when you are near a weapon or interactive object, indicates what button to press to interact with the weapon or object.
- 7. Ammo Count** – Shows remaining bullets for currently equipped weapon, as well as remaining grenade supplies.
- 8. Match Info** – Displays current score, team icon and time remaining in match. (MP Only)
- 9. Mini-Map** – Shows map of local area plus locations of friendlies and known hostiles.
- 10. XP Bar** – Shows progress on your current rank in MP. (MP Only)

**11. Crosshair** – Indicates where you are currently pointing your weapon. Turns red when positioned over an enemy, green when positioned over a friendly. Walking or running causes the crosshair to grow wider or sometimes disappear altogether, indicating a loss of accuracy. Stopping movement, crouching and going prone increase accuracy.\*

*\*Note: When you press the ADS button, you will aim down the sights or scope of your weapon. This will greatly increase your accuracy and decrease your movement speed. While in ADS the crosshair will disappear.*

## **HEALTH SYSTEM**

When you take damage from enemy fire, blood splatter will appear and the damage indicator will show you the direction the fire is coming from. If you can find cover and avoid enemy fire you will eventually recover and be able to continue at full strength.

## **PAUSE/OBJECTIVES SCREEN**

Press the Esc Key any time in Story or Special Ops to pause the game and access this menu. From here you may access game Options (described below), restart the current level, revert to your last checkpoint, lower the difficulty of the game if the mission is too hard, or save and quit to the Main Menu.

## **MULTIPLAYER OBJECTIVES SCREEN**

*Modern Warfare*<sup>®2</sup> cannot be paused while playing in MP mode. Esc Key in MP will bring up a menu that will allow you to choose a new class (taking effect on your next spawn), view the description of your current game mode, and access the Options menu. Keep in mind that the MP match is still active in the background when you are in this screen.

## **OPTIONS**

You may access the Options menu from the main menus or in-game via the Pause/Objectives Screen and MP Objectives Screen. In this menu you can choose different control schemes, or adjust various game settings such as control sensitivity or look inversion.

## **STATS**

In the Story and Special Ops main menus you may access the Stats option to view statistics for each mode, such as play time and completion percentage. In Multiplayer various statistics are available via the Barracks section.

# CREDITS

## INFINITY WARD

### Directed by

Jason West

### Engineering Leads

Richard Baker

Robert Field

Francesco Gigliotti

Earl Hammon, Jr

### Engineering

Chad Barb

Alessandro Bartolucci

Simon Cournoyer

Jon Davis

Joel Gompert

John Haggerty

Chris Lambert

Jon Shiring

Jiesang Song

Rayme C. Vinson

Andrew Wang

### Design Leads

Todd Alderman

Steve Fukuda

Mackey McCandlish

Zied Rieke

### Design and Scripting

Roger Abrahamsson

Mohammad Alavi

Keith "Ned" Bell

Mike Denny

Christopher Dionne

Preston Glenn

Chad Grenier

Jordan Hirsh

Jake Keating

Julian Luo

Brent McCleod

Jason McCord

Jon Porter

Alexander Roycewicz

Paul Sandler

Nathan Silvers

Sean Slayback

Geoffrey Smith

Charlie Wiederhold

### Art Director

Richard Kriegler

### Technical Art Director

Michael A. Boon

### Art Leads

Christopher Cherubini

Joel Emslie

Robert Gaines

### Art

Brad Allen

Peter Chen

William Cho

Derric Eady

Steven Giesler

Jeff Heath

David Johnson

Ryan M. Lastimosa

Oscar Lopez

Tim McGrath

Taehoon Oh

Sami Onur

Velinda Pelayo

Serozh Sarkisyan

Richard N. Smith

Theerapol Srisuphan

Todd Sue

### Animation Leads

Mark Grigsby

Paul Messerly

### Animation

Bruce Ferriz

Chance Glasco

Zach Volker

Lei Yang

### Motion Capture Integration

Mario Perez

### Technical Animation Lead

Eric Pierce

### Technical Animation

Neel Kar

Cheng Lor

### Audio Lead

Mark Ganus

### Audio

Chrissy Arya

Stephen Miller

### Written by

Jesse Stern

### Additional Writing

Steve Fukuda

### Story by

Todd Alderman

Steve Fukuda

Mackey McCandlish

Zied Rieke

Jesse Stern

Jason West

### Writer's Assistant

Aaron Tracy

### CEO/CFO

Vince Zampella

### Producer

Mark A. Rubin



**Associate Producers**

Pete Blumel  
John Wasilczyk

**Office Manager**

Janice Lohr Turner

**Human Resources****Generalist**

Kristin Cotterell

**Executive Assistants**

Carly Gillis  
Cathie Ichige

**Reception**

Lisa Stone

**Creative Strategist**

Robert Bowling

**PR Director, Owned  
Properties (ATVI)**

Mike Mantarro

**Director of Marketing  
(ATVI)**

Byron Beede

**President/CCO**

Jason West

**IT Manager**

Bryan Kuhn

**System Administrator**

Drew McCoy

**Information Systems  
Analyst**

Chris Lai

**Unix Systems Architect**

Robert A. Dye

**Concept Art**

Brad Allen  
Joel Emslie  
Neel Kar  
Richard Kriegler  
Richard N. Smith

**Battlechatter Dialogue**

Sean Slayback

**Additional Menu Scripting**

Julian Luo  
Brent McLeod

**QA Manager**

Mike Seal

**QA Floor Leads**

Ed Harmer  
Justin Harris

**Quality Assurance**

Mary Benitez  
Chelsy Berry  
Candice Capen  
Terran Casey  
Michael Penrod  
Anthony Rubin  
Georgeina Schaller  
Chris Shepherd  
John Theodore  
Daniel Wapner

**Cast (in order of  
appearance)**

Lance Henriksen  
Keith David  
Barry Pepper  
Kevin McKidd  
Roman Varshavsky  
Craig Fairbrass  
Sven Holmberg  
Billy Murray

**Additional Voice Talent**

Eugene Alpers  
Gabrielle Al-Rajhi  
Will Arnett  
Troy Baker  
Brian Bloom  
Alex Bronquette  
Coy Clark  
Michael Cudlitz  
Enayat Delawary  
Daniel Gamburg  
Josh Gilman  
Anna Graves  
Mark Grigsby  
Curtis Jackson  
Boris Kievsky  
Kristof Konrad  
Mauricio Lange  
Eugene Lazareb  
Matt Lindquist  
David Lodge  
Dave Mallow  
Jordan Marder  
Graham McTavish  
Matt Mercer  
Glenn Morshower  
Sam Sako  
Randy Stonitsch  
Fred Tatasciore  
Justin Theroux  
Kirk Thornton  
Fred Toma  
Alex Veadov  
Jim Ward  
Kai Wulff

**Main Themes by**

Hans Zimmer

**Music Produced by**

Hans Zimmer  
Lorne Balfe

**Music Composed by**

Lorne Balfe

## **Additional Music**

Thomas Bergersen  
Mark Mancina  
Dave Metzger  
Atli Orvarsson  
Nick Phoenix  
Jacob Shea  
Noah Sorota

## **Additional Arranging and Programming**

Ryeland Allison  
Tom Broderick  
Clay Duncan  
Bart Hendrickson  
Andrew Kawczynski

## **Music Editor**

Dan Pinder

## **Music Production Services**

Steven Kofsky

## **Music Supervisor**

Tom Broderick

## **Score Wrangler**

Bob “call me old-fashioned”  
Badami

## **Soloists - Guitar**

Tom Broderick

## **Percussion**

Satnam Ramgotra  
Ryeland Allison

## **Violin**

Noah Sorota

## **Music Mixed by**

Alan Meyerson

## **Additional Engineering**

Slamm Andrews

Jeff Biggers  
Katia Lewin Palomo

## **Assistant Engineer**

Adam Schmidt

## **Production Coordinator for Hans Zimmer**

Andrew Zack

## **Music mixed at Remote Control Productions, Inc.**

### **“Crime Wave”**

C. Jackson, J. Fragala, D.  
Zacharias, W. Witherspoon  
A. Bond

50 Cent Music Publishing  
admin by Universal Music  
Publishing (ASCAP)

Jason Fragala (ASCAP)/Daniel  
Zacharias (ASCAP)

Gold Forever Music, Inc.  
(admin by Songs of Universal,  
Inc.) (BMI)

Contains elements from “I  
Can’t Believe You’re Gone”  
(Witherspoon/Bond)

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(admin by Songs of Universal,  
Inc.) (BMI)

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Records/Holland, Dozier,  
Holland Productions.

### **“Survival Skills”**

KRS-ONE & BUCKSHOT  
R. Ibanga Jr., K. Blake,  
L. Parker

Da Sour Milk Café Publishing  
(ASCAP), Target Practice  
Music (ASCAP)

BDP Music (Zomba Music/  
Universal Music Group)

Duck Down Music Inc. 2009

### **“Danger”**

Marco Polo & Torae

T. Carr, M. Bruno

Coney Island’s Finest (ASCAP),  
M. Bruno (SOCAN/SESAC)

Duck Down Music Inc. 2009

### **“New New”**

Suga City ft. Maria V

Arkansas Bo (Marlon  
Jennings) and Goines  
(Andrew Goines)

Conduit Publishing

Label Courtesy Credit:  
Conduit Entertainment

## **Cinematic Movies Provided by SPOV**

Yugen Blake  
Miles Christensen  
Julio Dean  
David Hicks  
Paul Hunt  
Vincent Kane  
Rhiwallon Leadbeater  
Allen Leitch  
Rob Millington  
Gemma Thompson  
Steve Townrow

## **SPOV Production Babies**

Baby Jacob Hartley-Blake  
and Mother Sarah  
Baby Beatrice V.B. Leitch and  
Mother Scarlett

Baby Elspeth M.A. Leitch and  
Mother Scarlett

**Title Sequence/Additional  
Art by**

The Ant Farm

**Producer**

Scott Carson

**Executive Creative Director**

Rob Troy

**Ant Farm Production Baby**

Baby Marley Troy and  
Mother Lisa

**Additional Sound Design,  
Audio Implementation  
and Cinematic Sound  
Production Provided by**

Earbash Audio, Inc.

**Additional Voice Editing/  
Integration**

Nakia Harris  
Jeremy Simpson

**Additional Art**

Shadows in Darkness  
Vykarian

**Additional Concept Art  
Provided by**

Paul Christopher  
Thomas Szokolczay  
Tyler West

**Voice Recording Facilities  
in Los Angeles Provided by**

PCB Productions, Encino, CA  
Side-UK, London, UK

**Voice Direction/Dialogue  
Engineering**

Keith Arem

**Additional Voice Direction**

Steve Fukuda

**Sound Effects Recording**

John Paul Fasal

**Video Editing**

Drew McCoy

**Motion Capture Provided  
by Neversoft Entertainment**

**Motion Capture Lead**

Kristina Adelmeyer

**Motion Capture  
Technicians**

Anet Hambarsumian  
Justin Parish  
Sean Watson

**Stunt Action Designed by  
87 Eleven Action Film Co.**

[www.87eleven.com](http://www.87eleven.com)

**Stunt Coordinator**

Danny Hernandez

**Stunts/Motion  
Capture Actors**

Clayton Barber  
Danny Hernandez  
Allen Jo  
Ralf Koch  
Kenny Richards  
Jackson Spidell  
Jake Swallow  
Don Theerathada  
Justin Williams  
Kofi Yiadom

**Additional Design**

Steve Massey

**Additional Art**

Joe Simanello

**Military Technical Advisors**

Lt. Col. Hank Keirsey US  
Army (Ret.)  
Emilio Cuesta USMC

**Weapons Provided by**

Independent Studio Services

**Armorer**

Larry Zanoloff

**Translations**

Gabrielle Al-Rajhi  
Alexandre Bronquete  
Antonina Thompson  
Leonela B. Wahrick

**Predator is a U.S.  
Registered Trademark  
of General Atomics  
Aeronautical Systems, Inc.**

**Satellite Imagery Provided  
by Geoeye**

[www.geoeye.com](http://www.geoeye.com)

**Production Babies**

Baby Marley Blumel and  
Mother Cathy  
Baby Henry Michael Boon  
and Mother Tulip  
Baby Coraline Bowling and  
Mother Heather  
Baby Greg McCoy and  
Mother Lauren  
Baby Audrey McCleod and  
Mother Tammy

Baby Shannon Seoyeon Oh  
and Mother Eunjung

Baby Marlee Hendrix Perez  
and Mother Dallas Bobbijo

Baby Emily Joyce Porter  
and Mother Wendy

Baby Cooper Rieke and  
Mother Hatherly

Baby Luke Smith and  
Mother Lisa

Baby Song Eजूk and  
Mother Jungwon

Baby Hudson Geoff Volker  
and Mother Staci

### **Infinity Ward**

#### **Special Thanks**

Lawrence Green  
Benjamin Heckendorn  
Joshua Lacross  
The Navy Seals

### **ACTIVISION PUBLISHING, INC.**

#### **Producer**

Chris Williams

#### **Associate Producers**

Vincent Fennel  
Taylor Livingston  
Derek Racca

#### **Production Coordinators**

Adrienne Arrasmith  
John Banayan

#### **Additional Production**

Rhett Chassereau

#### **Senior Executive Producer**

Marcus Iremonger

### **Head of Production**

Steve Ackrich

### **PUBLIC RELATIONS**

#### **Director, Owned Properties**

Mike Mantarro

#### **PR Manager**

John Rafacz

#### **Junior Publicists**

Monica Pontrelli  
Joshua Selinger

#### **European PR Director**

Nick Grange

#### **Special Thanks:**

Step 3

### **PRODUCTION SERVICES - EUROPE**

#### **Senior Director of Production Services - Europe**

Barry Kehoe

#### **Localization Manager**

Fiona Ebbs

#### **Senior Localization Project Manager**

Annette Lee

#### **Localization Project Manager**

Jack O'Hara

#### **Localization Support Analyst**

Chris Osberg

### **Localization QA Manager**

David Hickey

#### **Localization Assistant QA Manager**

Yvonne Costello

#### **Localization QA Lead**

Mannix Kelly

#### **Localization QA Floor Lead**

Frank Morisseau

#### **Localization QA Testers**

Sonia Sanchez Beneitez  
John Bonham  
Edward Brennan  
Daniele Celegghin  
Luis Hernandez Dalmau  
Dario Di Spirito  
Vincenzo Ferrara  
Lara Sola Gallego  
Aziz Janah  
Christopher Kocksch  
Andreas Kugler  
Jeremy Levi  
Sebastien Mazzerbo  
Dario Milone  
Loic Moisan  
Sergio Gonzalez Monroy  
Jeremie Morla  
Gabriel Morrisseau  
Kerill O'Brien-Meier  
Giovanni Peroni  
Sergio Fernandez Redondo  
Heberto Rios  
Marcell Witek  
Sven Zimmermann

#### **IT Network Technician**

Fergus Lindsay

#### **Burn Lab Technician**

Todd Lambert

**Localization Tools and Support Provided by Stephanie Deming & XLOC Inc.**

## **CENTRAL TECHNOLOGY**

### **Chief Technology Officer**

Steve Pearce

### **VP Art Production**

Alessandro Tento

### **Senior Online Manager**

Joel Fashingbauer

## **ENGINEERING**

### **VP of Online**

John Bojorquez

### **Managing Director, DemonWare**

Pat Griffith

### **Technical Director**

Wade Brainerd

### **Associate Software Engineer**

Ryan Ford

## **STUDIO CENTRAL - OUTSOURCING**

### **Director Art Production**

Riccard Linde

### **Technical Art Directors**

Bernardo Antoniazzi

Mitch Bowler

### **Production Manager**

Michael Restifo

### **Production Coordinator**

Christopher Coddling

### **Blade Games World, Inc. CEO**

Tom Sperry

### **Director of Business Development**

Claas Grimm

### **Producer**

Zhu Xiaoxiao

### **Art Director**

Xie Haitian

### **Artists**

Zhou Chen

Kan Jianqing

Cai Jingyu

Xu Ping

Zhu Shi

Wang Xiangyu

Ning Xusong

Yu Yang

### **DemonWare**

Nadia Alramli

David Brennan

Morgan Brickley

Luke Burden

Aaron Burt

David Cahill

Michael Collins

Tim Czerniak

Brendan Dillon

Malcolm Dowse

Jonathan Frawley

Paul Froese

Eoghan Gaffney

Arthur Green

Padraic Hallinan

Steffen Higel

Tony Kelly

John Kirk

Lance Laursen

Damien Marshall

Craig McInnes

Ian McLeod

Eoin O'Fearghail

Byron Pile

Ruaidhri Power

Tilman Schäfer

Gordon Schneider

Amy Smith

Ronny Southwood

Emmanuel Stone

Jason Wei

Christopher Werner

Peter Wright

## **GLOBAL BRAND MANAGEMENT**

### **Vice President of Marketing**

Rob Kostich

### **Director of Marketing**

Byron Beede

### **Global Brand Manager**

Geoff Carroll

### **Associate Brand Managers**

Joe Korsmo

Mike Schaefer

David Wang

## **MARKETING COMMUNICATIONS**

### **Marketing Communications**

#### **Sr. Director**

Jack Oh

### **Marketing Communications Manager**

Karen Starr

**Interactive Marketing  
Director**

Carlson Choi

**Interactive Marketing  
Manager**

Clinton Wu

**Interactive Marketing  
Assoc. Manager**

Eric So

**ART SERVICES**

**Art Services Manager**

Todd Pruyun

**Art Services Lead**

Chris Reinhart

**BUSINESS AND  
LEGAL AFFAIRS**

David Blackwell

Chris Cosby

Greg Deutsch

Jane Elms

Kap Kang

Kate Ogosta

Amanda O'Keefe

Travis Stansbury

Phil Terzian

Mary Tuck

**OPERATIONS AND  
STUDIO PLANNING**

**Senior Director of  
Production Services**

Suzan Rude

**Director of European  
Partner Relationships**

Samuel Peterson

**TALENT AND AUDIO  
MANAGEMENT  
GROUP**

**Director, Talent and Audio  
Management Group**

Adam Levenson

**Talent Acquisition Manager**

Marchele Hardin

**Talent Associate**

Noah Sarid

**Talent Coordinator**

Stefani Jones

**FINANCE**

**VP of Studio Finance and  
Royalties**

Raj Sain

**Finance Manager**

Clinton Allen

Harjinder Singh

**Sr. Financial Analyst**

Jason Jordan

**Finance Analyst**

Adrian Gomez

Jason Jordan

Fransisca Tan

**ACTIVISION SPECIAL  
THANKS**

Mike Griffith

Brian Ward

Steve Pearce

Dave Stohl

**QUALITY  
ASSURANCE**

**VP Quality Assurance/  
Customer Service**

Paul Sterngold

**QA Senior Project Lead**

Henry P. Villanueva

**QA Manager**

Glenn Vistante

**QUALITY  
ASSURANCE  
PRODUCTION  
TESTING**

**QA Project Lead**

Erik Melen

**QA Testers**

Xiaohu Alcocer

Mike Arden

Brandon Aronson

Rich Bernot

Tarikh Brown

Robert Chaplin

Joe Chavez

Kevin Chester

Quentin (Tremayne) Cobb

Charles Davis

John Estioko

Davion Farris

Cory Furlow

John Goldsworthy

Andrew Grass

Andrew Gulotta

Daniel Herscher

Ulysses Holguin

Tabari Jeffries

Nate Kinney

Bradon Miller

Sean Moline

Michael Montoya

Carlos Moran

Anthony Moreno  
Craig Nelson  
Gabe Noto  
Pete (Romulo) Pedroza  
Brian Post  
Greg Sands  
Chad Schmidt  
Adam Smith  
Lou Studdert  
Ryan Trondsen  
Jose Vega  
Levett Washington  
Matt Wellman

### **TECHNICAL REQUIREMENTS GROUP**

#### **Director, QA**

Christopher Wilson

#### **TRG Manager**

John Rosser

#### **TRG Submissions Leads**

Daniel L. Nichols  
Christopher Norman

#### **TRG Submissions Adjutant**

Dustin Carter

### **QA CODE RELEASE GROUP**

#### **QA Certification Lab Senior Leads**

Cyra Talton  
Brandon Valdez

#### **QA Certification Lab Project Lead**

Fausto Lorenzano

#### **QA CRG Project Lead**

Matt Ryan

#### **QA CRG Floor Lead**

Jonathan Mack

#### **QA CRG Tester**

Christian Vasco

#### **QA NETWORK LAB**

##### **Manager, QA Operations**

Chris Keim

#### **QA Network Lab Project Leads**

Jessie Jones  
Leonard Rodriguez

#### **QA Network Lab Tester**

Bryan Chice

#### **QA MULTIPLAYER LAB**

##### **QA Multiplayer Lab Lead**

Garrett Oshiro

#### **QA MPL Senior Tester**

Shamen'e Childress

#### **QA MPL Acting Floor Leads and Testers**

Mikey Ackland  
Matt Brannon  
Jon Bunch  
Emmanuel Cruz  
Nick Gram  
Mario Ibarra  
Bruce James  
Bobby Jones  
Jaemin Kang  
Brian Lay  
Chris Mintzias  
Travis Otten  
Richard Salmon

#### **QA COMPATABILITY LAB**

##### **QA-CL Lab Project Leads**

Robert Fenoglio  
Farid Kazimi  
Austin Kienzle

##### **QA-CL Lab Testers**

Albert Lee  
William Whaley

#### **QA MASTERING LAB**

##### **Sr. Manager, QA Technologies**

Indra Yee

##### **Mastering Lab Supervisor**

John Donnelly

##### **Lead Mastering Lab Technician**

Sean Kim

##### **Senior Mastering Lab Technician**

Danny Feng

##### **Mastering Lab Technicians**

Tyree Deramus  
Jose Hernandez  
Kai Hsu  
Rodrigo Magana  
Steven Rodriguez  
Leejay Ronquillo  
Orbel Shakhmalian  
Gary Washington

#### **QA-MIS**

##### **Senior Manager, QA Technologies**

Indra Yee

**QA-MIS Manager**

Dave Garcia-Gomez

**QA-MIS Technicians**

Chris Gill  
Teddy Hwang  
Brian Martin  
Jeremy Torres  
Lawrence Wei

**QA-MIS Junior Technicians**

Lovely Morata  
Neal Nikaido  
Orren Webber

**Technology Technician**

Sean Olson

**QA-MIS Equipment Coordinators**

Long Le  
Coleman Thaxton III

**QA DATABASE ADMINISTRATION GROUP**

**Senior Lead Database Administrator**  
Jeremy Richards

**Lead Database Administrator**  
Kelly Huffine

**Database Technicians**

Christopher Shanley  
Timothy Toledo

**DBS Senior Tester**

Wayne Williams

**DBS Testers**

Allison Diaz  
David Trinh  
Randi Williams-Pardo

**QA OPERATIONS GROUP****Director, QA Operations**

George Viegas

**Operations and Planning Supervisor**

Jeremy Shortell  
**Operations Associate**  
Paul Colbert

**CUSTOMER SUPPORT**

**Customer Support Managers**  
Gary Bolduc  
Michael Hill

**QA SPECIAL THANKS**

Abby Alvarado  
Nuria Andres

Brian Carlson  
Michael Clarke  
Randolph d'Amore  
Seth d'Amore  
Maria Gonzalez  
Rachel Overton  
Jacqueline Jolie Sheltmire  
Nadine Theuzillot  
Jennifer Vitiello  
Marc Williams  
Rachel Levine  
Joanne Vistante  
Beth Kiefner

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