

Dean Lester General Manager Windows Graphics & Gaming Technologies

Dean Lester is General Manager of the Windows Graphics and Gaming Technologies, the specialized group within Microsoft charged with defining and driving the Windows gaming experience. Specifically, his group ensures that all Windows gaming is a rewarding and compelling experience for end users, as well as a profitable and viable platform for game developers and publishers. Lester's team operates at the cutting edge of graphics technology research to provide the most advanced graphic capabilities for tomorrow's PCs. At the same time, his team ensures that future Windows PC graphics remain robust and reliable enough to power everyday scenarios.

Lester joined Microsoft in 1996 after more than a decade in the entertainment software industry. With manifold experience working for companies as diverse as Disney and Sega, upon joining Microsoft, Lester assumed responsibility for all of the company's Simulation titles, including the hugely popular "Flight Simulator" product line. In the past seven years, Lester has been integral in founding several new entertainment franchises for Microsoft that continue to enjoy significant growth today.

In 2000, Lester began work on the Microsoft Office product family, heading up Microsoft Publisher, the company's desktop publishing solution. His team's product shipped with Microsoft Office XP and the business has enjoyed significant growth during his three-year tenure. Dean established a solid long-term strategy for Publisher that included an innovative broadening of the product line into the consumer space.

A native of the United Kingdom, Lester has a degree in Psychology from the University of London and enjoys spending time with his wife and three young daughters.

Lester is available as a spokesperson and can speak to a variety of topics:

- Developing for Windows
- Supporting games for Windows and what it takes to bring a good PC gaming experience to the developer and the end user
- Defining the hardware capability of a Windows PC
- DirectX

For more information contact:

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