

John Donham Bio

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John Donham is a seasoned video game executive and serial technology entrepreneur with experience in building successful startups, leading video game franchises, and managing global teams and businesses. As one of Magic Soup Games' three co-founders and head of operations, John works to ensure the company runs smoothly day-to-day and is well-positioned for continued stability and future growth.

John started his career in 1992 as an engineer, game designer, and live operations leader making multiplayer games at Simutronics, including *GemStone* and *DragonRealms*. In 2000, John joined Sony Online Entertainment, where he met J. Allen Brack. Together they worked on the award-winning massively multiplayer online role-playing game *Star Wars Galaxies*. John went on to run SOE's San Diego studio and the *EverQuest*, *Planetside*, *Untold Legends*, and *Field Commander* franchises.

In 2006, John co-founded Metaplace, an early version of the metaverse. In 2009, he took over as CEO and focused the company on the multiplayer social games *Island Life* and *My Vineyard*. Metaplace was acquired by Playdom in 2010, and John became VP of Technology. Playdom was then acquired by Disney, and John was subsequently entrusted to run all product and technology for Disney's social games.

In 2011, John joined Sequoia-backed startup TuneIn as CEO. Over the course of several years, TuneIn grew to more than 50 million monthly active live audio listeners around the world. Under John's leadership, TuneIn secured exclusive content deals from companies such as the NFL, NBA, MLB, CNN, and MSNBC, and was a launch partner for popular consumer products from Sonos, Amazon's Alexa, Google, and Tesla.

John returned to the video game industry in 2019 as part of Blizzard's executive team, reuniting with then-president J. Allen Brack. There he also met Jen O Neal and helped with studio operations across the portfolio. John also led the company's transition to a work-from-home environment at the beginning of the pandemic. In 2020, John moved to Amazon, where most recently he served as the head of Prime Gaming and oversaw Game Growth, Crown Channel, and DEI & Learning teams.

John, J., and Jen have been talking about their shared visions, values, and what they could build together since they met, and they are thrilled to now be pouring their passion, experience, and know-how into their new video game startup.

Apart from gaming, John also enjoys what he calls "IRL Stardew Valley," which mostly translates to gardening, chores, and raising kids.