



Harold Ryan, CEO and Founder



Harold Ryan is a seasoned leader in the entertainment industry with over 25 years of experience shaping the past, present, and future of video games. In 2016, he founded ProbablyMonsters, a new game company built to foster sustainable development, empower creative talent, and redefine how games are made. Under his leadership, ProbablyMonsters introduced an innovative ecosystem of integrated development teams built to accommodate a range of creative directions and project scopes. The company is focused on building original IP with distinct creative identities and long-term potential, guided by a mission to inspire a healthier, more inclusive industry.

Before launching ProbablyMonsters, Ryan earned a reputation as one of the most respected executives in gaming. He played a pivotal role in establishing Microsoft's hardware compatibility team within its games division, and later served as CEO, President, and Chairman of Bungie. During his tenure he led the release of landmark franchises such as Halo and Destiny.

Ryan holds a degree in Electrical Engineering from Washington State University, with minors in Physics and Mathematics. A native of the Pacific Northwest, he's an avid outdoorsman where you can find him hiking remote trails, building homes, or chopping wood.

###