



Yaron Galitzky, General Manager Devices, Microsoft

Yaron Galitzky is General Manager in Surface Devices & Accessories at Microsoft and is recognized as a passionate product-maker of world-class, ground-breaking consumer products. During the development and following the launch of the Xbox Adaptive Controller, Yaron champions Inclusive Design and Product Accessibility within the Microsoft Devices teams.

Yaron joined Microsoft and the Xbox team in 2008, leading the integration of new technologies in the first generation of Kinect for Xbox 360 as well as the entire development team for the second generation of Kinect for Xbox One and Kinect for Windows. Kinect introduced and created a new era of natural user interface by allowing consumers to use gesture, vision, and voice to control the world around them.

Following his role at Kinect, Yaron led the development of Xbox Accessories and many innovative Xbox controller products, such as the Xbox Wireless controller, Xbox Elite controller for pro-gamers, Xbox Design lab that allows fans to customize and personalize their controller, third party accessories and controllers, the controller for HoloLens and the recent Xbox Adaptive controller that extends accessibility to gamers with limited mobility. Yaron also led the Xbox One S and Xbox One X console programs. In the last 2 years Yaron is leading the Microsoft Accessories organization.

Prior to his position at Microsoft, Yaron led the IBM Silicon Design Lab in Israel. Yaron holds an Electrical Engineering degree from Tel-Aviv University and an MBA from the Interdisciplinary Center in Herzliya.