Marcus Montgomery & Lisette Titre-Montgomery

The husband-and-wife team of Marcus Montgomery and Lisette Titre-Montgomery have a combined 44 years of experience in the predominantly white video game industry. Marcus has primarily focused his work on gameplay design and balance in downloadable and mobile games and is currently a product manager for Oculus VR, while Lisette is a digital artist who has worked on such high-profile games as *Tiger Woods PGA Tour 2007* and *The Sims 4*, and is currently the art manager for the highly-anticipated upcoming game *Psychonauts 2.*

However, their contributions to this aspect of our culture go far beyond providing entertainment to their players - both of them are dedicated to the idea that games cannot truly be **for** all people until they are made **by** all people.

Marcus is the co-founder of Gameheads, a training program in Oakland, CA that focuses on training low-income youth and youth of color for careers in the tech and video game industries, as well as WeAreGameDevs.com, a website that celebrates diversity in game development by profiling developers of color, female devs, and LBGTQ+ devs.

Lisette, who has been named one of the Most Powerful Women in Tech by Business Insider, is a passionate advocate for diversity. She is a member of the nonprofit group Blacks In Gaming that provides networking opportunities for African-Americans in the industry, and has been a featured keynote speaker at NASA, Black Girls Code, and Girls Who Code. She is a member of the Gameheads board and went to the Obama White House to work on initiatives in tech hiring and inclusion.

In 2016, the two of them achieved brief viral fame with Marcus' birthday present for Lisette. Frustrated that she could only find the new "Game Developer Barbie" in one skin tone that did not match her own, Marcus purchased a Black "Fashionista Barbie", carefully removed Game Developer Barbie from her package, swapped the clothing, and popped her back in. When Marcus posted his creation online, he was hailed as a genius, but he disagreed.

"Let's be real, mothers across America have been doing this for years," he said in an interview with ABC News. "My ultimate goal was to make my wife smile. It was her birthday. She works hard and, like all of us, she feels unrecognized at times. A developer Barbie acknowledged her career of choice. It's exciting. It's cool, but both my wife and I realize the importance of representation and it's something we experience every day."

With people like Marcus Montgomery and Lisette Titre-Montgomery driving game development forward, more and more of the 3.1 billion gamers around the world will realize how important representation is every day.