

Cait McKinney believes that the future is global, and has been working to connect people across borders and cultures since 2009.

Cait joined Riot Games in May 2018 to manage the company's immigration program, where she focuses on building a compliant, sustainable, efficient operation.

Prior to joining Riot, Cait worked at Microsoft, where she developed new strategies for employee engagement and helped manage the response to the 2017 Travel Ban.