**BIOGRAPHY**

**Jonny Ebbert**

**Senior Designer**

**Blizzard Entertainment, Inc.**

As senior designer on Blizzard Entertainment's *Diablo III* consoleteam, Ebbert is responsible for conceiving of and designing major game features and spearheading their implementation. His role also includes tuning monsters and abilities for maximum playability, and adjusting loot to provide a rewarding game experience.

Ebbert joined Blizzard Entertainment in 2009 as a Senior Designer on *StarCraft II: Wings of Liberty* and *Heart of the Swarm*. He also served as Senior Designer on Blizzard’s upcoming *DOTA*-style game, *Blizzard All-Stars*. Before joining Blizzard, Ebbert was Lead Designer on *Dawn of War II* and *Dawn of War: Dark Crusade* at Relic Entertainment.

He holds a B.A. in English Literature from Brigham Young University and spends much of his spare time in the same way that he spends it at work—deeply involved in a game.