**BIOGRAPHY**

**Matthew Berger**

**Senior Level Designer**

**Blizzard Entertainment, Inc.**

As senior level designer on Blizzard Entertainment's *Diablo III* team, Berger is part of the core design group that is charged with bringing the game from PC to console. While his expertise has been applied to numerous areas of the game, his core focus has been on updating boss fight mechanics and on gameplay elements like Monk combo skills and console-specific features.

Berger joined Blizzard Entertainment in 2012 in his current role after holding numerous design lead roles at Relic Entertainment, including multiplayer lead on *Company of Heroes 2*, campaign lead on *Warhammer 40,000: Space Marine*, lead designer on *Company of Heroes Online*, and campaign supervisor on *Warhammer 40,000:* *Dawn of War II*. He is also credited on several other titles as a designer, including multiple *Dawn of War* and *Company of Heroes* expansions*.*

In his free time, Berger enjoys playing board games and tabletop wargaming, though he wishes he had more time to dedicate to painting his armies. He also enjoys teaching his children French and reading, with a particular interest in politics, history, and graphic novels.