**BIOGRAPHY**

**Andrew Chambers**

**Senior Game Designer**

**Blizzard Entertainment, Inc.**

As a senior game designer on Blizzard Entertainment's *Diablo III* team, Andrew Chambers is responsible for numerous game design duties and has spearheaded the design of the new class making its debut in *Reaper of Souls*—the Crusader.

Chambers joined Blizzard Entertainment in 2010 as a member of the *Diablo III* design team. In this role, he helped design and implement the game’s crafting and achievement systems. Before arriving at Blizzard, he was a lead designer at Relic Entertainment, heading up *Dawn of War: Winter Assault*. He has also been a lead designer on a number of other projects at Relic and Microsoft.

Previously, Chambers taught fundamentals of game design at Vancouver Film School. In addition to playing computer games, Chambers enjoys playing golf and is currently training to enter the sectional qualifiers for the U.S. Open.