# BIOGRAPHY

**Brian Kindregan**

**Lead Writer**

**Blizzard Entertainment, Inc.**

As lead writer for Blizzard Entertainment, Inc., Brian Kindregan's primary responsibility is to shape the story and characters for the *Diablo III* universe. Kindregan oversees all the in-game text in *Diablo III*,and has a key role in developing the storyline for the franchise. This includes coordinating with Blizzard Entertainment's creative development department to ensure that the stories told in licensed products like novels and comic books maintain consistency with the *Diablo* games.

Kindregan started at Blizzard Entertainment, Inc. in 2009 as a senior writer, joining the *StarCraft II* development team. Prior to joining the company, Kindregan worked at Bioware, contributing as a writer on *Jade Empire* and *Mass Effect 2*. He also has experience as a storyboard artist with several companies in the film industry, including Warner Bros., Sony Imageworks, Disney, and Universal, and has taught storyboarding and visual storytelling as an instructor at California Institute of the Arts.

When he's not writing stories or shaping characters, Kindregan spends his spare time gaming on PC and console. His other hobbies include sketching and reading science fiction, fantasy, and contemporary fiction novels. He also holds a bachelor's degree in film from the California Institute of the Arts.

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