**BIOGRAPHY**

**Dave Adams**

**Lead Level Designer**

**Blizzard Entertainment, Inc.**

As a lead level designer on Blizzard Entertainment's *Diablo III* team, Dave Adams oversees the level design team in the construction of dungeons and exterior environments. His team creates scripted events, boss fights, seeds the world with monsters and monster populations, and place loot in the game for player to discover.

Adams joined Blizzard Entertainment in 2003 as a lead level designer, and served as senior level designer on the *Burning Crusade* and *Wrath of the Lich King* expansions to *World of Warcraft*. Before joining Blizzard, Adams served as lead level designer on *Metal Arms: Glitch in the System* at Swingin’ Ape Studios.

When he’s not conceiving of interesting locales to challenge the heroes of Sanctuary, Adams enjoys classic car restoration and ice hockey. He holds a degree in Film Studies from the University of California, Irvine.