**BIOGRAPHY**

**Jason Regier**

**Technical Director**

**Blizzard Entertainment, Inc.**

As a technical director on Blizzard Entertainment's *Diablo III* team, Jason Regier oversees the engineering backbone that powers the *Diablo* franchise and has been a lead engineer on the Diablo III development team since it began. This includes the graphics engine, the UI and other client-side systems, and relentless optimization to ensure a fast-paced action experience.

Regier joined Blizzard Entertainment in 1999 as an engineer on *Diablo II* and has been deeply involved in the franchise ever since.

When he’s not eliminating technical hurdles, Regier enjoys watching and playing sports. He’s been a lifelong soccer player and will be cheering on the U.S. in the next World Cup. He also enjoys watching movies.