**BIOGRAPHY**

**Jesse McCree**

**Senior Level Designer**

**Blizzard Entertainment, Inc.**

As a senior level designer on Blizzard Entertainment's *Diablo III* team, Jesse McCree is an integral part of the level design team tasked with conceiving of and building the game’s challenging environments. His work on *Reaper of Souls* has primarily been focused on new gameplay features like Nephalem Rifts and Adventure Mode.

McCree joined Blizzard Entertainment in 2005 as a senior level designer, and served as senior level designer on the *Burning Crusade* and as lead level designer on the *Wrath of the Lich King* and *Cataclysm* expansions to *World of Warcraft*.

In his free time, McCree enjoys flexing his communication skills as a licensed ham radio operator. He is also a part-time DJ and music producer, a gardener, and a trained four-wheel drive vehicle operator.