**BIOGRAPHY**

**Joshua Mosqueira**

**Game Director**

**Blizzard Entertainment, Inc.**

As game director for Blizzard Entertainment’s *Diablo III* development team, Mosqueira is responsible for overseeing the overall game design of the *Diablo* franchise, including its transition to a new platform and for a new audience. This involves maintaining the game’s creative vision, and overseeing a team of designers as they refine the game’s critically acclaimed gameplay experience.

Mosqueira joined Blizzard Entertainment in May of 2011. Before arriving at Blizzard, he held positions at Ubisoft Montreal, Relic Entertainment, and Vicarious Visions. His experience as a creative director, design director, and lead designer has spanned numerous genres, including real-time strategy games, first-person shooters, and action games. His prior credits include *Far Cry 3, Company of Heroes, Warhammer 40,000: Dawn of War,* and *Homeworld 2.*

Mosqueira has over 15 years of experience as a pen-and-paper designer and RPG writer with over 20 titles to his credit for White Wolf, Steve Jackson Games, and Dream Pod 9. He also served in the Black Watch (Royal Highlanders of Canada) Regiment for eight years.