**BIOGRAPHY**

**Julian Love**

**Lead Technical Artist**

**Blizzard Entertainment, Inc.**

As a lead technical artist on Blizzard Entertainment's *Diablo III* team, Julian Love is chiefly involved with character concepts, as well as visual effects for heroes, monsters, and bosses. The technical art department serves as a bridge between the programming side and the art side of game development, building custom art tools during production and provides the means by which the animators can bring life to the characters. Love’s team also works on special effects, breakables, and lighting.

Love joined Blizzard Entertainment in 2001 as a technical artist and has held senior technical artist roles over the years, working on numerous projects. In fact, Love was a member of Blizzard North and has been working on the *Diablo* franchise since its earliest days.