**BIOGRAPHY**

**Kevin Martens**

**Lead Designer**

**Blizzard Entertainment, Inc.**

As lead designer on Blizzard Entertainment's *Diablo III* team, Kevin Martens is responsible for overseeing the creation and refinement of the game's levels, classes, rules, story, and monster and treasure distribution, among other areas.

Martens joined Blizzard Entertainment in early 2009 as Lead Content Designer, becoming Lead Designer in early 2012. Before arriving at Blizzard, he worked at BioWare, where he held leadership roles in the development of the *Baldur's Gate* series, *Neverwinter Nights, Jade Empire*, and *Dragon Age: Origins*.

In addition to computer games, Martens is an accomplished chef, and likens the mixing of flavors in unexpected and enjoyable ways to the process of game design.