**BIOGRAPHY**

**Leonard Boyarsky**

**Senior World Designer**

**Blizzard Entertainment, Inc.**

As a senior world designer for Blizzard Entertainment, Inc., Leonard Boyarsky was involved in developing and implementing the lore and story of *Diablo® III,* and now is continuing that work on *DiabloIII : Reaper of Souls*. His work also includes expanding the history and themes of the franchise.

            Boyarsky started at Blizzard Entertainment, Inc. in January 2006 in his current position. Before that, he worked at Interplay Entertainment Corp. and Troika Games, helping to create classic role-playing games such as *Fallout* and *Arcanum: Of Steamworks and Magick Obscura*.

            Boyarsky holds two degrees in illustration – a Bachelor of Arts from California State University, Fullerton and a Bachelor of Fine Arts from the Art Center College of Design. In his spare time, he consumes books, games, and movies at a rapid pace.