**BIOGRAPHY**

**Travis Day**

**Game Designer**

**Blizzard Entertainment, Inc.**

As a game designer on Blizzard Entertainment's *Diablo III* team, Travis Day contributes to the development of new game features and class improvements. Since joining the team, he has been primarily focused on itemization, conceiving of new and interesting ways to reward players for their heroic feats.

Day joined Blizzard Entertainment in 2005 as a game master in the customer service department. He also worked as a QA analyst before becoming a game designer. His first position as a game designer was as a member of the World of Warcraft team, handling item design duties.

Travis is an avid board game player who can usually found with a pair of dice in hand. He also spends a lot of his free time playing the *Netrunner* collectible card game.