**BIOGRAPHY**

**Wyatt Cheng**

**Senior Technical Game Designer**

**Blizzard Entertainment, Inc.**

As a senior technical game designer on Blizzard Entertainment's *Diablo III* team, Wyatt Cheng is responsible for reviewing, tuning, and balancing skills and runes across all of the game's classes. He also monitors and adjusts difficulty, champion monsters, crafting, and random item generation, among other game systems.

Cheng joined Blizzard Entertainment in 2003 and has contributed to many memorable bosses in *World of Warcraft,* such as the Twin Emperors, Patchwerk, and the Four Horsemen, in addition to his work on *Diablo III.*

Cheng holds a B.S. in electrical engineering from Simon Fraser University. In addition to computer games, his hobbies include board and card games, as well as playing the guitar and cooking.