**BEN THOMPSON**

**Art Director**

**Blizzard Entertainment**

As Blizzard’s Art Director for *Hearthstone*, Ben Thompson is responsible for developing and maintaining a consistent style of the game throughout production. This began with creating all the early 2D art assets for the game, which helped develop a focused style guide on which to build the brand as a whole. These days, he leads a team of talented artists conducting a directorial review of each and every art asset implementation to assure a high level of quality. He maintains a hands-on artistic contribution to the game through his work on each of the set logos for every expansion since Hearthstone's launch.

Before Thompson joined Blizzard in 2009, he accrued extensive experience in the card-gaming realm, serving as art director for the *World of Warcraft* trading card game and contributing over 70 illustrations across 20 sets of *Magic: The Gathering*. Prior to moving into game development, Thompson taught up-and-coming artists for six years as an Associate Professor of Art and Illustration at CSU Long Beach and Mt. San Antonio Community College.

While best known for his fantasy artwork, Thompson is also an avid WWI and WWII collector and enthusiast, with much of his private work focused on military history. What little time is left is generally spent on a guitar or a good book.