**PAT NAGLE**

**Principal Game Designer, Live Content**

**Blizzard Entertainment**

As a Principal Game Designer for Live Content on Blizzard's *Hearthstone* team, Pat Nagle is responsible for leading his team in handling Tavern Brawls, Live Events, and Fireside Gatherings. He works to ensure that the game’s content works smoothly for events of all types.

Pat joined Blizzard in 1997 as a member of the Online Tech Support team. He later became a Game Designer for *World of Warcraft*, and also worked on *Diablo III* before joining *Hearthstone*.

Prior to Blizzard, Pat worked at a local comic book store, where he regularly geeked out about comics with his customers. Outside work, he enjoys fishing, winemaking, coffee roasting, and raising his three daughters with his lovely wife. He holds in a Bachelor’s degree in Computer Science from CSU Long Beach.