**CANDACE THOMAS**

**Senior Game Designer**

**Blizzard Entertainment**

As a Senior Game Designer for Blizzard Entertainment, Candace Thomas designs and implements content for *World of Warcraft*. She primarily works dungeons, raids, and scenarios, but occasionally provides support for artifacts and quest content, also.

Candace joined Blizzard in February 2007 as a QA Tester for *World of Warcraft*, later working on *StarCraft II* and *Diablo III*. Always passionate about *World of Warcraft*, she gave the team relentless feedback until they decided to hire her on as a designer. Candace also acts as a mentor and ambassador for Blizzard’s on-campus Women’s group.

Candace has been a *World of Warcraft* guild leader and raid leader for most of her career. She’s passionate about MMOs in general, and tries to play them all. A gamer since age 4, she credits the industry with teaching her to read, type, and learn basic programming skills at a young age.