**CHRIS ROBINSON**

**Senior Art Director**

**Blizzard Entertainment**

In his role as a Senior Art Director at Blizzard Entertainment, Chris Robinson oversees the *World of Warcraft* art team and works to maintain a consistent style and a high level of artistic quality for the game. Right now, he’s working to coordinate art production for World of Warcraft’s latest expansion.

Chris started at Blizzard in 2006 as a Lead Character Artist working on the first *World of Warcraft* expansion, *The Burning Crusade.* Before joining the company, he was creating art for *The Bard’s Tale*, *Lord of the Rings: Fellowship of the Ring*, and many other games lost to the annals of time.

When he’s not adding spikes to Orc shoulders, Chris enjoys pretending he can play basketball, climbing on rocks and walls with no real goal in mind other than "up," and attempting to survive in the wild. He hammocks professionally, but refuses to touch frisbees and thus has been shunned by the hammocking community.

He holds an Associate’s degree in Applied Art from the Art Institute of Seattle. He is specifically NOT a cannibal.