**JEREMY FEASEL**

**Senior Game Designer**

**Blizzard Entertainment**

As a Senior Game Designer on the *World of Warcraft* team at Blizzard Entertainment, Jeremy Feasel has a hand in shaping a wide variety of game content, from the back story of dungeon and raid bosses in *Legion* to the behavior of overworld enemies.

Jeremy began his career at Blizzard in 2010 as an Encounter Designer on the *World of Warcraft* team. Prior to his arrival, he did a stint in quality assurance and served as a designer (and part-time shoutcaster) for games in the *Command & Conquer* series*.*

In his free time, Jeremy enjoys spending time with his ever-expanding family outside of Azeroth, which includes his wife, two children, and three cats. He holds a Bachelor’s Degree in Molecular Biology from Pomona College.