**Jeff Kaplan**

**Game Director and Vice President**

**Blizzard Entertainment**

As game director and vice president at Blizzard Entertainment, Jeff Kaplan is the leader and creative vision-holder for *Overwatch.* Jeff oversees a crack squad of game development operatives tasked with the following mission parameters: Design a highly-stylized team-based multiplayer shooter set on a near-future earth, featuring a diverse cast of extraordinary characters embroiled in an epic, globe-spanning conflict. And make it awesome.

Jeff got his start on *World of Warcraft* in 2002 as a quest designer on the game’s development team. Prior to transitioning into his current role, Jeff served as the game director of *World of Warcraft*, the world’s most popular subscription-based massively multiplayer online role-playing game. He oversaw the *World of Warcraft* development team, and played a vital role developing the game’s vision and overall direction.

Jeff earned a Bachelor of Arts degree in English with an emphasis on creative writing from the University of Southern California in 1995. He then went on to earn a Master of Fine Arts degree in creative writing from New York University.