



DEAN AYALA
Lead Final Designer
Blizzard Entertainment

As a Lead Final Designer on Blizzard Entertainment's *Hearthstone* team, Dean Ayala is primarily focused on testing and balancing new cards in development. He also contributes to expansion design, matchmaking, and bug fixing.

Dean joined Blizzard Entertainment in 2011 as part of the Quality Assurance team, where he supported the development of *World of Warcraft*, *Diablo III*, and *Hearthstone* before making the transition to game design. Dean is passionate about all of Blizzard's game franchises and has welcomed the opportunity to work on several titles since he joined the company.

Dean is an avid gamer who enjoys playing all types of games, from collectible card games and team brawlers to first-person shooters and MMOs. As a former restaurant consultant, he enjoys eating good food and will travel anywhere to find it—especially if it's good pizza.