**DANIEL STAHL**

**Lead Game Producer**

**Blizzard Entertainment, Inc.**

In his role as lead game producer at Blizzard Entertainment, Daniel Stahl partners with *World of Warcraft* engineering leadership to synchronize the development efforts that add new technology and features to Blizzard’s massive, ever-changing MMORPG. For the upcoming expansion *Battle for Azeroth*, Daniel’s efforts are focused on the technology behind the Advanced NPCs and dynamic elements of the new Island Expeditions feature, the expansion’s new dungeons, and a variety of other aspects of the expansion.

Daniel joined Blizzard Entertainment in April 2016 in his current role on the *World of Warcraft* team. In the past 19 years, he has served as a program manager or producer on numerous products including *Magic: The Gathering*, Xbox 360, and Xbox Live. At Cryptic Studios, he was deeply involved in bringing their massively multiplayer online games, *Champions Online, Neverwinter,* and *Star Trek Online,* to wider audiences.

Daniel is also a published board game designer. His first board game, *Pirate’s Cove*, has been published in several countries and languages. Outside of work, Daniel enjoys a variety of interests, including live musical performance (acoustic guitar/karaoke), learning to surf, and PC gaming.