**ION HAZZIKOSTAS**

**Game Director**

**Blizzard Entertainment**

As game director of *World of Warcraft* at Blizzard Entertainment, Ion Hazzikostas is responsible for the overall vision and providing leadership and direction for the team behind the world’s most popular subscription-based massively multiplayer online role-playing game. He is currently leading the charge on the game’s upcoming expansion, *World of Warcraft: Battle for Azeroth.*

Hazzikostas joined Blizzard Entertainment in the summer of 2008 as a game designer, and his responsibilities have included raid boss design and implementation, class design and balancing, and maintaining the *World of Warcraft* achievement system. Prior to arriving at Blizzard, he worked in Washington, D.C. as an attorney.

In his spare time, Hazzikostas enjoys traveling in search of new craft beer and delicious food. Having grown up in New York City, he is a lifelong Yankees fan.