**MATT GOSS**

**Lead Game Designer**

**Blizzard Entertainment, Inc.**

As lead game designer on the *World of Warcraft* development team at Blizzard Entertainment, Matt Goss oversees the teams that work on a wide variety of features being developed or expanded upon for the upcoming *Battle for Azeroth* expansion, from items and classes to the expansion’s new features.

Matt joined Blizzard Entertainment in 2009 as a game designer on the *World of Warcraft* team and held a variety of roles at the company before being taking on his current role of lead game designer. Before joining Blizzard, Matt worked on *The Sims 2* and *The* *Sims 3* at Maxis.

Matt holds a Bachelor of Science in Computer Engineering from the University of Illinois. In his spare time, he enjoys playing and creating different types of games, from board games to card games to MMO features.

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