**PATRICK DAWSON**

**Technical Director**

**Blizzard Entertainment**

As technical director at Blizzard Entertainment, Patrick Dawson is responsible for engineering decisions made on *World of Warcraft*, including the upcoming expansion *Battle for Azeroth*. Dawson’s team handles the technology choices that allowthe game’s designers and artists to deliver the fantasy of Azeroth to the world, helping ensure the game service is stable and that it continues to work seamlessly with services like Blizzard Battle.net.

Dawson joined Blizzard in 2005, and has supported every *World of Warcraft* expansion thus far, along with writing backend code for *Diablo III*. His most notable contributions have been in *World of Warcraft*, including architecting the achievement system, Scenario technology, and leading the server team that launched *Legion*.

Dawson holds a Bachelor’s degree in Computer Science from the University of Maryland. In his spare time, he enjoys watching NFL football and building with LEGO.