**STEVE BURKE**

**Senior Designer**

**Blizzard Entertainment**

As a senior designer for *World of Warcraft*, Steve Burke oversees the production of zones, mentors and assists newer designers, and collaborates with other groups on the wider development team to bring the game to life. He plays through content at every phase to give feedback and direction. Burke is currently involved in the creation of a wide variety of content for the upcoming expansion, *Battle for Azeroth*.

Burke started at Blizzard in 2006, in the midst of development for *The* *Burning Crusade*, as a designer for the *World of Warcraft* team. Before joining the company, he worked as a lead content designer on *EverQuest*. He also helped found Sigil Games Online, where he worked on *Vanguard: Saga of Heroes*.