**TINA WANG**

**Senior 3D Artist**

**Blizzard Entertainment, Inc.**

As a senior 3D artist on the *World of Warcraft* team at Blizzard Entertainment, Tina Wang creates a wide variety of art for the game’s outdoor zones and natural environments. Her work can be seen in locations such as the Nightborne capital of Suramar and the ruin-scarred region of Azsuna in *Legion*, as well as in the zones of Nazmir and Stormsong Valley in the upcoming expansion *Battle for Azeroth*.

Tina joined Blizzard Entertainment in 2010 as an artist on the *World of Warcraft* team during the development of *Cataclysm*, and has been helping shape the look and feel of Azeroth ever since.

Tina holds a degree in Game Art from Laguna College of Art and Design. When she’s not crafting trees and skies for Azeroth, Wang enjoys reading and exploring nature right here on Earth.