**TRAVIS M. DAY**

**Senior Producer**

**Blizzard Entertainment**

As a senior producer on the *World of Warcraft* development team at Blizzard Entertainment, Travis Day is responsible for the scheduling, tasking, and coordination of the design department behind the world’s most popular subscription-based massively multiplayer online role-playing game. He works with the content designers, encounter designers, systems designers, level designers, lead designers, and design directors to support, schedule, and facilitate their visions. Travis is currently focused on the upcoming *Battle for Azeroth* and is overseeing the production of content design for a variety of the expansion’s aspects, including the continent of Kul Tiras, cinematics, and more.

Travis joined Blizzard Entertainment in 2015—as an avid *World of Warcraft* player, this was his dream job. An industry veteran, he previously contributed to the development of *Star Citizen* as an employee of Cloud Imperium Games. Before that, he worked at various Activision, Electronic Arts, and THQ development studios, contributing to numerous games including *Deadpool, 007 Legends, Amazing Spider-Man,* and *WALL-E.* Travis also helped develop US Military training software for DARPA, JSOC, and the DoD while working at Total Immersion Software.

Travis loves cars of all shapes and sizes, particularly sports cars and modded imports. He also enjoys reading sci-fi and fantasy novels and finds space and physics quite fascinating.