



MATTHEW COOPER
Lead Live Designer
Blizzard Entertainment

Matthew Cooper is a Lead Content Designer for Blizzard, currently working on the development team behind Blizzard's online team-based MOBA, *Heroes of the Storm*. Matthew's primary role is focused around all design content: Hero design, battlegrounds, balance and reworks.

Before joining Blizzard, Matthew got his start in the game industry as a balance designer at Relic Entertainment working on *Company of Heroes* and its expansion set, *Opposing Fronts*. Matthew then joined Blizzard in 2008 as an Associate Balance Designer, bringing his experience in RTS development to the *StarCraft II* team, contributing to both *StarCraft II: Wings of Liberty* and *StarCraft II: Heart of the Swarm*. He started working on *Heroes of the Storm* early on in the project, starting out on balance and hero design before getting promoted to game designer and focusing in on talent design and balance in the game.

In his spare time, Matthew enjoys snowboarding, traveling, hiking, camping, playing poker and of course, video games.