**NATE NANZER  
Commissioner, Overwatch League**

Serving as the commissioner of the Overwatch League and the head of product for all Overwatch esports, Nate Nanzer leads the cross-discipline esports programs for the popular team-based action game from Blizzard Entertainment. Nate began developing plans for an Overwatch esports program in his spare time while working in Blizzard’s marketing department, and has now turned that passion into a full-time role. He oversees the strategy, development, and execution of Overwatch esports for all levels of play (including: the Overwatch League, Overwatch World Cup, Contenders, Open Division, and Tespa), and is responsible for everything from partnerships to competition rules.

Nate has been a featured speaker at the Milken Institute Global Conference, DICE, SXSW, PromaxGAMES Summit and JP Morgan Tech Exchange, among other esports, sports and business conferences. He was also among a handful of industry leaders invited to speak at the International Olympic Committee’s and Global Association of International Sports Federations’ first-ever esports forum.

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