**BRIAN BIRMINGHAM**

**Lead Software Engineer**

**Blizzard Entertainment**

As one of the lead software engineers on the *World of Warcraft* development team at Blizzard Entertainment, Brian Birmingham serves as the technical lead for the engineers building *World of Warcraft Classic*. His team’s quest: help ensure Blizzard’s re-creation of the original *WoW* experience looks and feels as authentic as possible, while at the same time delivering a high-quality experience that lives up to modern players’ expectations for service and stability.

Brian joined Blizzard in February 2006 as a tools engineer for the original “vanilla” *World of Warcraft*—Patch 1.10: *Storms of Azeroth* to be precise—developing tools and working on database versioning and dependency management for all expansions through *Warlords of Draenor*. Brian then moved to the *Hearthstone* team to help launch the game’s first expansion, *Goblins vs. Gnomes*, and ultimately became lead tools engineer for the game. After completing his work on 2017’s *Kobolds & Catacombs*, Brian returned to his Blizzard roots to help the *WoW* team bring the original Azeroth back to life.

Brian holds a Master’s degree in computer science from Loyola Marymount University and a Bachelor’s degree in theatre arts from Loyola Marymount University. In his free time, he enjoys role-playing games, board games, and classic video games—including the one he happens to be working on.