**CALIA SCHIE**

**Senior Game Producer**

**Blizzard Entertainment**

As a senior game producer on the *World of Warcraft* development team at Blizzard Entertainment, Calia Schie serves as the primary game producer for the upcoming *World of Warcraft Classic*. Her 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.

Calia joined Blizzard in 2013 as a project manager in the IT department, helping to build the complex technical infrastructures required to support a variety of Blizzard’s game releases globally, and was ultimately promoted to lead program manager. During her time in these roles, she managed the project to stand up IT infrastructure for the launch of *Diablo III: Reaper of Souls* globally. She also helped manage the global infrastructure build-out in support of the launch of *Heroes of the Storm.* Calia considers the rollout of the regional *Diablo III: Reaper of Souls* and *World of Warcraft* servers in Australia among the most rewarding projects she’s been involved in to date. In 2016, Calia transferred to the *World of Warcraft* team, and in addition to her work on *WoW Classic*, she also supports the gameplay engineers in rolling out new content updates for *World of Warcraft.*

Calia holds a Bachelor’s of Commerce degree in informatics, IT management, and business management from the University of Johannesburg, along with a Master’s degree in management from the University of Redlands in California. When she’s not helping bring the original Azeroth back to life, Calia enjoys cooking, embroidery, and spending time with her two beagles, husband, and son.