**CHRIS ROBINSON**

**Senior Art Director**

**Blizzard Entertainment**

In his role as a senior art director at Blizzard Entertainment, Chris Robinson oversees the *World of Warcraft* art team and works to maintain a consistent style and a high level of artistic quality for the game. Right now, he’s working to coordinate the creation of art for a variety of upcoming *WoW* content, including the next major *Battle for Azeroth* update: *Tides of Vengeance*.

Chris started at Blizzard in 2006 as a lead character artist working on the first *World of Warcraft* expansion, *The Burning Crusade.* Prior to that he worked at a variety of game development studios in and around Seattle, Washington and Southern California.

When he’s not helping bring the world of Azeroth to life, Chris likes to unplug by creating art using traditional media.