**ELY CANNON**

**Assistant Art Director, Environments**

**Blizzard Entertainment, Inc.**

As assistant art director of environments at Blizzard Entertainment on *World of Warcraft*, Ely Cannon heads up the art team responsible for creating the outdoor and organic elements of game world, as well as skies, weather, and exterior light effects. Ely has contributed both as an artist and level designer to a wide range of areas that *WoW* players have journeyed across over the years, from *The Burning Crusade* zones like Nagrand and Netherstorm to the city of Suramar in *Legion*. He is currently focused on helping bring new aspects of the world to life in *Battle for Azeroth*, including the upcoming *Tides of Vengeance* update.

Ely joined Blizzard Entertainment in 2006 as senior level designer on *The Burning Crusade*. Prior to joining Blizzard, he worked on *Guild Wars* titles *Prophecies, Factions,* and *Nightfall*; he also worked in the film industry contributing visual effects to movies including *Transformers* and *Spider-Man 3*.

Ely holds a B.S. in Digital Arts from Henry Cogswell College. In his free time, he is an avid tabletop gamer, terrain builder, and budding 3D printing enthusiast.