**ION HAZZIKOSTAS**

**Game Director**

**Blizzard Entertainment**

As game director on the *World of Warcraft* team at Blizzard, Ion Hazzikostas is responsible for the overall vision and providing leadership and direction for the team behind the world’s most popular subscription-based massively multiplayer online role-playing game. He is currently leading the charge as the team creates new content for *Battle for Azeroth*—including its upcoming content update *Tides of Vengeance*—and works to bring the original Azeroth back to life for the upcoming *WoW Classic*.

Ion joined Blizzard Entertainment in the summer of 2008 as a game designer, and his responsibilities have included raid boss design and implementation, class design and balancing, and maintaining the *World of Warcraft* achievement system. Prior to arriving at Blizzard, he worked in Washington, D.C. as an attorney.

In his spare time, Ion enjoys traveling in search of new craft beer and delicious food. Having grown up in New York City, he is a lifelong Yankees fan.