**MORGAN DAY**

**Lead Encounter Designer**

**Blizzard Entertainment, Inc.**

As lead encounter designer on the *World of Warcraft* development team at Blizzard Entertainment, Morgan Day is focused on designing raid and dungeon content for the world’s most popular subscription-based MMORPG, including the latest expansion *Battle for Azeroth* and its upcoming content update *Tides of Vengeance*. As part of this, he works closely with the team’s artists to help craft the look and feel of the enemies and environments where these challenging encounters take place.

Morgan began his career at Blizzard in 2005 as a quality assurance raid and dungeon specialist, and has been entirely focused on *World of Warcraft* since joining the team.

In his free time, Morgan enjoys playing board games, drinking beer, and playing video games—and sharing those interests with his friends and coworkers.