**PATRICK DAWSON**

**Technical Director**

**Blizzard Entertainment**

As technical director of *World of Warcraft*, Patrick Dawson is responsible for engineering decisions made around the game and its expansions, including the recent *Battle for Azeroth* and its upcoming content update *Tides of Vengeance*. Patrick’s team handles the technology choices that allowthe game’s design staff to deliver the fantasy to the world, helping ensure the game is stable, works well with Blizzard services like Battle.net, and provides players with the best possible experience.

Patrick joined Blizzard in 2005, and has supported every *World of Warcraft* expansion thus far, along with writing backend code for *Diablo III*. His most notable contributions have been in *World of Warcraft*, including architecting the achievement system, scenario technology, and leading the server team that launched *Legion* and reduced patch time to fewer than 2 hours on average.

Patrick holds a Bachelor’s degree in Computer Science from the University of Maryland. In his spare time, he enjoys watching NFL football and building with LEGO.