**PATRICK MAGRUDER**

**Lead Gameplay Engineer**

**Blizzard Entertainment**

As a lead gameplay engineer on the *World of Warcraft* development team at Blizzard, Patrick Magruder provides oversight and leadership to the gameplay engineering team. His team is responsible for all the systems players interact with as they play the game, including spells, quests, combat, movement, animations, and the economy—along with many other concepts that involve the player, character, and world.

Patrick joined Blizzard in 2005 as a Senior Software Engineer on the *World of Warcraft* team. He was promoted to Lead UI & Sound Engineer in 2007 and Lead Gameplay Engineer in 2008. In fact, he has worked on every *World of Warcraft* patch and expansion since May 2005. His first job was at JPL, working on supercomputing user support, but he transitioned to the games industry to work on an MMO based on the *Quake 2* engine. He then spent four years working on *World War II Online* before joining Blizzard.

Patrick is a science enthusiast with a passion for studying space exploration and the universe. He’s also passionate about games and loves playing board games and tabletop RPGs. He’s recently taken up Tae Kwon Do and has been pursuing impressive fitness goals, having recently lost 90 pounds.