**PAUL WATKINS**

**Lead Gameplay Engineer**

**Blizzard Entertainment**

As a lead gameplay engineer on the *World of Warcraft* team at Blizzard Entertainment, Paul Watkins provides oversight and leadership to the engineers responsible for core *World of Warcraft* gameplay systems including combat, enemy behavior, loot, and questing. Paul and his fellow engineers also implement the code for key expansion features such as *Battle for Azeroth*’s Island Expeditions and Azerite armor, helping the artists and designers bring their visions for these features to life.

Paul joined Blizzard Entertainment in 2013 as a gameplay engineer for *World of Warcraft*. Over the course of his Blizzard career, he has been involved in engineering efforts for a variety expansions and their associated content updates, including *Warlords of Draenor* and *Legion.* Prior to joining Blizzard, Paul contributed to a variety of games at studios across the United States.

Paul holds a Bachelor’s degree in computer science from University of Central Florida and a Master’s degree in interactive entertainment from Florida Interactive Entertainment Academy. When he’s not helping bring the world of Azeroth to life, Paul enjoys music, programming, playing games, and a variety of other nerdy pursuits.