**SHANI EDWARDS**

**Senior Game Producer**

**Blizzard Entertainment**

As a senior game producer for *World of Warcraft*, Shani Edwards is responsible for tasking the character artists, animators, riggers, and other artists to meet the team’s needs, helping ensure the artists’ time is well-spent and they can focus on producing their best work. She also serves as producer for a variety of core game and expansion features, including classes, PvP, and *Battle for Azeroth*’s Allied Races and Azerite armor features. She is currently focused on working with the team to bring *Battle for Azeroth*’s upcoming content update *Tides of Vengeance* to life.

Shani joined Blizzard back in September 2012 as an administrative assistant for *World of Warcraft*. She’s been on the team since she first joined Blizzard, and moved into her current role as a producer after her first year.

In her free time, Shani enjoys gaming (especially PvP), hiking, and indoor rock climbing. She also loves *Game of Thrones* and puppies.