**TINA WANG**

**Environment Art Supervisor**

**Blizzard Entertainment**

As environment art supervisor on the *World of Warcraft* team at Blizzard Entertainment, Tina Wang helps oversee the creation of a wide variety of art for the game’s outdoor zones and natural environments. Her own work as an environment artist can be seen in locations such as the Nightborne capital of Suramar and the ruin-scarred region of Azsuna in *Legion*, as well as in the zones of Nazmir and Stormsong Valley in the latest expansion *Battle for Azeroth*.

Tina joined Blizzard Entertainment in 2010 as an artist on the *World of Warcraft* team during the development of *Cataclysm*, and has been helping shape the look and feel of Azeroth ever since.

Tina holds a degree in Game Art from Laguna College of Art and Design. When she’s not crafting trees and skies for Azeroth, Wang enjoys reading and exploring nature right here on Earth.