**ELY CANNON**

**Assistant Art Director, Environments**

**Blizzard Entertainment, Inc.**

As assistant art director of environments at Blizzard Entertainment on *World of Warcraft*, Ely Cannon heads up the art teams responsible for creating the environmental art used to build the world. Ely has contributed both as an artist and level designer to a wide range of areas that *WoW* players have journeyed across over the years, from *The Burning Crusade* zones like Nagrand and Netherstorm to the city of Suramar in *Legion*. He is currently focused on helping bring new aspects of the world to life in *Battle for Azeroth*, including the upcoming *Rise of Azshara* update.

Ely joined Blizzard Entertainment in 2006 as senior level designer on *The Burning Crusade*. Prior to joining Blizzard, he worked on *Guild Wars* titles *Prophecies, Factions,* and *Nightfall*; he also worked in the film industry contributing visual effects to movies including *Transformers* and *Spider-Man 3*.

Ely holds a B.S. in Digital Arts from Henry Cogswell College. In his free time, he is an avid table top gamer and motor sport enthusiast.