**FRANK KOWALKOWSKI**

**Technical Director**

**Blizzard Entertainment, Inc.**

As technical director on Blizzard Entertainment’s *World of Warcraft*, Frank Kowalkowski helps guide the developers’ and engineers’ efforts to ensure the game stays up-to-date with the ever-shifting technology landscape. He is currently focused on making sure players around the world have the best possible experience with the latest expansion, *Battle for Azeroth,* and its content updates.

Prior to joining Blizzard, Frank worked at Obsidian Entertainment developing role-playing games including *Fallout: New Vegas* and *Neverwinter Nights 2*. When he joined the *WoW* team in 2012 as a senior software engineer, he completed a longtime personal quest to help develop on a *Fallout* game and to work at Blizzard.

In his free time, Frank enjoys both PC and console gaming and delving into new creative endeavors, whether it’s learning to play guitar, playing Dungeons and Dragons, writing, or taking a dance class.