**KEVIN MARTENS**

**Lead Designer**

**Blizzard Entertainment**

As a principal designer on the *World of Warcraft* team, Kevin Martens oversees the creation and development of a variety of game content, including the continent of Zandalar—home to an ancient troll empire, titan mysteries, and blood gods—in the latest expansion, *Battle for Azeroth*.

Kevin joined Blizzard Entertainment in early 2009 as lead content designer for *Diablo III*, becoming lead designer in early 2012 and joining the *World of Warcraft* team in 2017. Before arriving at Blizzard, he held leadership roles at BioWare in the development of the *Baldur's Gate* series, *Neverwinter Nights*, *Jade Empire*, and *Dragon Age: Origins*.

In addition to enjoying computer games, Kevin is an avid cook, and likens the mixing of flavors in unexpected and enjoyable ways to the process of game design.