**OMAR GONZALEZ**

**Senior Software Engineer**

**Blizzard Entertainment**

As a senior software engineer on the *World of Warcraft* development team at Blizzard Entertainment, Omar Gonzalez is focused on gameplay and server engineering efforts surrounding the upcoming *World of Warcraft Classic*. His team’s quest: help ensure Blizzard’s re-creation of the original *WoW* experience looks and feels as authentic as possible, while at the same time delivering a high-quality experience that lives up to modern players’ expectations for service and stability.

Omar joined Blizzard in January 2003 and has been working on *World of Warcraft* in various capacities—including quality assurance, gameplay engineering, and server engineering—for more than 16 years. As an avid *WoW* player for all that time himself, he’s thrilled to have an opportunity to help bring the original Azeroth back to life for players old and new.

Omar holds a Bachelor’s degree in information and computer science from UC Irvine. When he’s not helping re-create *World of Warcraft*, he’s engaged in an ongoing personal quest to discover the perfect Scotch.