**PATRICK DAWSON**

**Production Director, World of Warcraft**

**Blizzard Entertainment**

As Production Director, Patrick Dawson manages all the development team’s efforts for *World of Warcraft*. He oversees all aspects of game production, from expansions to ongoing live support. He also supervises the day-to-day efforts of the entire team.

Patrick joined Blizzard in 2005, and has supported every *World of Warcraft* expansion thus far, along with writing backend code for *Diablo III*. His most notable contributions have been in *World of Warcraft*, including architecting the achievement system, scenario technology, and leading the server team that launched *Legion* and reduced patch time to fewer than 2 hours on average.

Patrick holds a Bachelor’s degree in Computer Science from the University of Maryland. In his spare time, he enjoys watching NFL football and building with LEGO.