



**KEVIN DONG**  
**Lead Co-Op Designer**  
**Blizzard Entertainment**

As the Lead Co-op designer on the *StarCraft II* team, Kevin Dong plays a leading role in creating new Co-op Commanders and their missions, maintaining and updating previous co-op content, and making sure everything is running smoothly to provide a great experience for players. He also assists the multiplayer balance team in fine tuning units and game elements in versus mode.

Kevin joined Blizzard in December 2017, but was a Grand Master StarCraft player and Co-Op speedrunner long before. His passion for StarCraft was put to good use in his previous role as a Project Manager for the Teamliquid esports team.

Some of Kevin's interests include following competitive esports such as StarCraft, WarCraft III, and Hearthstone, as well as ranking and organizing various data via spreadsheets. He earned his Bachelor's Degree in Operations Research and Information Engineering from Cornell University.