

= Chris Metzen =

Christopher Vincent " Chris " Metzen ( born November 22 , 1973 ) is an American game designer , artist , voice actor and author known for his work creating the fictional universes and scripts for Blizzard Entertainment 's three major award @-@ winning media franchises : Warcraft , Diablo and StarCraft . On occasion , Metzen has published his art under the alias " Thundergod " . Metzen was hired by Blizzard Entertainment as an animator and an artist ; his first work for the company was with the video game Justice League Task Force .

Metzen is currently the Senior Vice President of Story and Franchise Development at Blizzard Entertainment and has assisted the company 's projects by providing voice talent for a number of characters , as well as contributing to artistic character design . Outside of Blizzard Entertainment , Metzen authored a graphic novel series based on a futuristic second American civil war .

In his most recent work , Metzen co @-@ authored graphic novels , Transformers : Autocracy and Transformers Monstrosity with author Flint Dille and artist Livio Ramondelli .

= = Career = =

Metzen began his career in design after applying to Blizzard Entertainment , then known as Chaos Studios , on the recommendation of a friend who had seen his work . He was quickly recruited by the company , although Metzen states that at the time he did not really know what Blizzard Entertainment dealt with , assuming it was a graphic design studio rather than a video game developer .

Metzen 's first work for the company was with the game Justice League Task Force , in which he provided artwork and character animation . Around the same time , Metzen also contributed to 1994 's Warcraft : Orcs and Humans by working on artwork , illustrations and the game 's documentation . Later video games by Blizzard Entertainment would frequently include Metzen 's work in manual design , illustration and concept art . However , Metzen 's role in developing later Warcraft games increased significantly with 1995 's Warcraft II : Tides of Darkness , which gave him the opportunity to work on the game 's fantasy @-@ based fictional universe in addition to designing the game 's various scenarios and missions .

In 1996 , Blizzard Entertainment launched its second major franchise with the role @-@ playing game Diablo . Diablo 's fictional universe was created by both Metzen and fellow designer Bill Roper , and Metzen also provided voice acting for some of the game 's characters . On occasion , Metzen would provide voice talent for later video games . In 1998 he took the role of lead designer on the science fiction strategy game StarCraft . Along with James Phinney , Metzen again provided the game 's extensive story and script , as well as organizing the voice casting for the game . In 1999 , Metzen wrote a short story set in the StarCraft universe with fellow Blizzard Entertainment employee Sam Moore . The story , entitled Revelations , was published in the spring issue of Amazing Stories with cover artwork by Samwise Didier . Returning to the Diablo series in 2000 with Diablo II , Metzen worked on the game 's story , script and artwork . In 2001 , he published a novel set in the Warcraft universe , entitled Of Blood and Honor .

With 2002 's Warcraft III : Reign of Chaos , Metzen was the creative director , a role he would hold in all of Blizzard 's later video games , and provided the game 's story concept and script . Metzen 's work with 2004 's massively multiplayer online role @-@ playing game World of Warcraft was not as extensive as his earlier work , but he still contributed with script writing , artwork and voice work .

Metzen announced in early 2005 that he was working on a graphic novel series independent of Blizzard Entertainment . The series , entitled Soldier : 76 , is set in a second American civil war in 2010 , with increased domestic and global terror threats and the increase in power for the US federal government over that of local state governments serving as a background . Metzen wrote the series ' script , while Brazilian artist Max Velati was responsible for the illustration and painting of the book . Soldier : 76 would later appear as a character in Overwatch , Blizzard 's online first @-@ person shooter game , released in May 2016 .

Chris Metzen teamed with author Flint Dille and artist Livio Ramondelli to create the 12 @-@ part ,

bi @-@ weekly digital comic series , Transformers : Autocracy . Autocracy , published by IDW Publishing was published in 2012 . The series focuses on the days just before the Great War . It is set after Megatron Origin , and presents the Decepticons as an established force , sowing dissent across Cybertron primarily through terrorist actions . The series focuses on Orion Pax , an Autobot commander charged with rooting out these cells . Transformers : Autocracy was released as a collected Trade Paperback in July 2012 with a bonus forward authored by Metzen . The same team is current working on the follow @-@ up series , " Transformers : Monstrosity " .

Metzen made a cameo appearance in the 2016 Warcraft film , as a turbaned perfume vendor in Stormwind .

= = Personal life = =

He first started creating comics at the age of twelve , but that he had held an interest in drawing since at least six . He states that he still retains a habit of spending " an average of thirty @-@ five dollars per week " on comics books . A fan of Dungeons & Dragons , Metzen cites the Dragonlance series of novels and Star Wars as the primary inspirations for his fantasy and science fiction creations , and names fantasy and comic book artists such as Walt Simonson and Keith Parkinson as his artistic inspirations .

He defines his artistic style as having been " heavily influenced by Walt Simonson 's and Jim Lee 's pencilling styles for form " while preferring the " costuming , themes and general feel of Larry Elmore and Keith Parkinson 's fantasy paintings " . In addition to art , Metzen 's interests include pop and rock music , the nightlife , and dirt bikes . On April 21 , 2013 , Metzen married his longtime girlfriend Kat Hunter , who is a licensing project manager at Blizzard Entertainment .

= = Roles = =

= = = Video games = = =

Diablo ? Skeleton King

StarCraft ? Marine , Battlecruiser , Ghost

Warcraft III : Reign of Chaos ? Thrall

Warcraft III : The Frozen Throne ? Thrall , Vol 'jin

World of Warcraft ? Thrall , Vol 'jin , Orcs , Nefarian , Ragnaros , Hakkar the Soulflayer

World of Warcraft : The Burning Crusade ? Thrall , Vol 'jin

World of Warcraft : Wrath of the Lich King ? Thrall , Vol 'jin , Varian Wrynn , Deathbringer Saurfang / Dranosh Saurfang , Bronjahm

StarCraft II : Wings of Liberty ? Marine , Battlecruiser

World of Warcraft : Cataclysm ? Thrall , Vol 'jin , Varian Wrynn , Nefarian , Ragnaros , Hakkar the Soulflayer

World of Warcraft : Mists of Pandaria ? Thrall , Arcanital Mara 'kah , Captain Halu 'kal , Nalak the Storm Lord , War @-@ God Jalak

Starcraft II : Heart of the Swarm - Marine , Battlecruiser

Hearthstone : Heroes of Warcraft - Thrall , Various minions

World of Warcraft : Warlords of Draenor - Thrall

Heroes of the Storm - Thrall

StarCraft II : Legacy of the Void ? Marine , Battlecruiser

Overwatch - Creative director