

Ben Jones

San Diego, CA | www.benjonesportfolio.com

Daybreak Games, San Diego, CA

Oct 2016 – Present

Creative Director

Just Survive (PC)

- Solidified overall vision for exiting Early Access and built a supporting 18-month feature schedule
- Managed live service development in parallel with extensive behind-the-scenes updates
- Crafted a design culture rooted in quality and focused on rapid iteration with minimal crunch
- Led comprehensive re-branding effort with Petrol, our agency of record

Fugitive Games, Los Angeles, CA

July 2014 – Oct 2016

Development Director | Co-Founder

Into the Stars (PC)

- Managed all aspects of the business including finance, legal, partnerships and marketing
- Secured an international publishing deal for digital distribution and boxed retail
- Drove successful Kickstarter and Steam Greenlight campaigns along with a private equity raise
- Spearheaded audio direction/implementation, copywriting and localization

Electronic Arts, Los Angeles, CA

July 2011 – June 2014

Sr. Designer | Lead Designer (DICE Team)

Battlefield 4: Second Assault DLC (PS3, PS4, PC, Xbox360, XboxOne)

- Lead Designer on the project and driving force behind the redesign of 4 classic maps and bundled content for SA
- Created and Implemented all major and minor Levolution events
- Worked with Marketing to package and promote SA content

Battlefield 4: Final Stand DLC (PS3, PS4, PC, Xbox360, XboxOne)

- Designed and built 2 levels, Operation Whiteout and Giants of Karelia, for Final Stand
- Created and Implemented several major and minor Levolution events
- Created the Chainlink game mode for Dragon's Teeth DLC

Level Designer | Sr. Designer (Danger Close Team)

Medal of Honor: Warfighter (X360, PS3, PC, and Wii U)

- Created 3+ MP levels and took them from concept to polish
- Designed the HotSpot game mode for launch and another for DLC
- Drove integration of gameplay systems by creating Best Practices
- Formed and oversaw Level Reviews; Developed Level Progress Report

Zipper Interactive, Redmond, WA

August 2006 – June 2011

Level and Systems Designer

SOCOM 4 (PS3) Lead UI Designer / Spokesperson

- Completed 20+ specs in 6 weeks that solidified the visual presentation
- Led team and designed support for the Sharp Shooter (Move) peripheral

MAG DLC Escalation Pack Lead Level Designer / Spokesperson

- Created 3 new missions and led a small team of engineers and artists, driving all associated tasks from concept to completion

MAG (PS3) Designer / Spokesperson

- Defined metrics for design including documentation and scheduling
- Designed 9 production levels and took 5 from concept to polish
- Developed multiple systems including Training, Vehicles, Resupply, Post-game stats, Multi-Queue and PS Move / Trophy / Home support
- Served as the primary spokesperson for the product and evangelized MAG at high profile industry events like E3, CES and PAX giving multiple on-camera interviews and presentations around the world

Valve Software, Kirkland, WA

January – September 2002

Developer

Day of Defeat (PC) Designer / Spokesperson

- Shepherded sale of DoD to Valve and worked to transition the product
- Coordinated, marketed and distributed all beta releases
- Worked with director of marketing on public and industry relations

OTHER EXPERIENCE

The Guildhall at SMU, Dallas, TX

Summer 2003, 2004 and 2016

Adjunct Faculty

- Developed and taught an Entrepreneurship curriculum for the Production track
- Oversaw course work and provided detailed feedback for the Level Design track

Recruiter / Consultant

- Assisted startup team at Southern Methodist University in creating the Guildhall Game Education program
- Set up and led focus groups who worked to redesign the Guildhall website and recruited students for second cohort

EDUCATION

The Guildhall at SMU, Dallas, TX

2005 – June 2006

- Professional certificate in Digital Game Development with a focus in Level Design

University of Denver, Denver, CO

1999 – 2004

- BA in Mass Communications / Minor in Business Administration
- Focus in Film and Television / Management