**Ben Jones**

San Diego, CA | [www.benjonesportfolio.com](http://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