



DOMINIC BUTLER

LEAD GAME DESIGNER

Dominic has been part of the games industry for over 12 years starting on the Timesplitters series and more recently working on the Assassins Creed franchise for Ubisoft across several of their studios.

As the Lead Game Designer of Ghost Recon Wildlands he is passionate about evolving open world games to the next level.

TOM CLANCY'S
GHOST RECON
WILDLANDS