



**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.

The logo for Tom Clancy's Ghost Recon Wildlands. It features a small silhouette of a soldier running to the left, followed by the text "TOM CLANCY'S" in a small, sans-serif font. Below this, the words "GHOST RECON" are written in a large, bold, black sans-serif font. At the bottom, the word "WILDLANDS" is written in a smaller, orange sans-serif font, with a thin orange horizontal line above it.