**Benjamin Penrose,** Art Director

Playground Games



Benjamin Penrose is the Art Director for Playground Games, one of the UK’s most pre-eminent AAA developers. Ben joined Playground in 2011 and has worked on *Forza Horizon,* *Forza Horizon 2*, *Forza Horizon 3* and is hard at work on *Forza Horizon 4.*

From initially joining Playground as a Concept Artist on *Forza Horizon*, Ben was promoted to Art Director in 2013 becoming responsible for the overall artistic vision of *Forza Horizon*.

Ben holds a degree in Visual Communication from the Birmingham Institute of Art and Design.

Outside work, Ben is a passionate gamer listing the *Metal Gear* and *GTA* franchises among his favourites. He is also a keen singer-songwriter and lives with his wife and son in Leamington Spa.