**Mike Brown**, Principal Game Designer

Playground Games

Mike Brown is the Principal Game Designer for BAFTA-winning Playground Games, one of the world’s leading driving game developers.

Mike grew up on Merseyside in the North West of England, which at the time was a vibrant hub for game development. Graduating in 2006 with a degree in Game Design from the University of Huddersfield, Mike joined Evolution Studios, one of the North West’s premiere studios. It was here he worked on the *MotorStorm* and *Driveclub* series.

In 2013, as *Forza Horizon 2* was entering production, Mike joined the team at Playground Games where he would go on to play a pivotal role in the design and development of *Forza Horizon 2, 3* and *4*.

Outside of work, Mike’s favourites include the *Halo* and *Mario* franchises. Mike is also a keen gardener so when he’s not sat with an Xbox controller in-hand, he can usually be found tinkering on his allotment.