**Jon Knoles,** Design Director

Turn 10 Studios

Since joining Microsoft in 2010, Jon has worked for Turn 10 Studios in Redmond, Washington as Design Director on the *Forza Horizon* series, developed by Playground Games.

Soon after graduating from The Art Institute of Seattle in 1989, Jon began his career in the game industry at Taito Software Inc. as an artist on *Indiana Jones and the Last Crusade: The Action Game* for the NES, which Taito was developing for Lucasfilm Games, later known as LucasArts Entertainment Company.

In 1990, Jon joined LucasArts at Skywalker Ranch in Marin County, California, a dream job for a *Star Wars* fan since the age of eight. Over the next 14 years at LucasArts, Jon worked on over 20 titles on PC and consoles in roles ranging from Artist/Animator to Project Leader and Design Director. Highlights include the Super Nintendo *Star Wars* trilogy, the *X-Win*g and *TIE Fighter* series, *Star Wars: Shadows of the Empire* and *Star Wars: Episode I Race*r.

Jon also has a passion for cars which began at a very young age, collecting over 300 Hot Wheels, and he typically commutes to work in his 1961 Porsche 356. Having a career that involves playing with cars and building great games is also a dream job, and he not only enjoys working on Forza, he regularly plays both *Forza Motorsport 7* and *Forza Horizon 3* online under the gamertag JONK1969.