Clint Bundrick

Design Director, Microsoft Studios

As design director for Microsoft Studios, Clint is responsible for the overall game design direction and decisions for Crackdown 3’s explosive physics-based open-world gameplay.

Clint is a 16-year industry veteran, he began his career at Microsoft by launching the original Xbox platform at the age of 19 and has since worked across the industry as a mission designer, lead world builder, lead systems designer, combat director and design director.

Clint has extensive experience that lends perfectly to the reboot of the well-loved Crackdown franchise including launching high-quality AAA titles like BioShock Infinite (*Irrational Games*), bombastic physical open-world IP like Saints Row: The Third, and destructive gameplay like Red Faction Guerilla (*Volition*).