

Darren Bacon

ART & CREATIVE DIRECTOR

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Art and creative director with two decades stewarding beloved worlds in games and film — Destiny at Bungie, Art Director on Halo Infinite, Studio Art Director at Midnight Society, and today Commerce & Events Art Lead on Marathon. I build and lead art teams, set franchise visual strategy, and run live-service and commerce at scale.

Studio Art Director — MIDNIGHT SOCIETY

Art Director — Halo Infinite

Author — Halo Infinite Art Index

Commerce & Events Art Lead — Marathon

~400-artist program · \$5B franchise

20+

Years leading art

3

AAA franchises — Halo, Destiny, Marathon

50M+

Players reached

6

Studios across games & film

WHAT I BRING

Built and ran a studio art team

Stood up and led a 15-person art team plus co-developers at Midnight Society, driving DEADROP from concept through seven pre-alphas and three major showcase events.

Stewarded \$5B franchises

Authored the Halo Infinite Art Index and directed art across a ~400-artist program — evolving Halo and Destiny through vision, style guides, and consumer products.

Drives live-service & commerce

Leads commerce, earnables, and live-events art on Marathon — seasonal cadence, monetization, and the business of a live game, not just its visuals.

SELECTED SHIPPED TITLES

Marathon

Commerce & Events Art Lead · 2026

Halo Infinite - Multiplayer

Art Director · 2021

Halo 5: Guardians

Concept Art Lead · 2015

Destiny

Senior Concept Artist · 2015

LEADERSHIP CREDENTIALS

Managing at Microsoft I

Microsoft

Managing at Microsoft II

Microsoft

CompTIA Project+

CompTIA · 2015

RECOGNITION

4× GDC speaker (2015–2026) · 12 published art books · featured in ImagineFX, Kotaku, Tech Insider.

"He has proven his ability to understand and implement art direction and is innovative in solving artistic problems. It is without reservation that I recommend Darren."

— Doug Chiang, Academy Award-winning Production Designer; VP & ECD, Lucasfilm