



## Yosuke Hayashi

Leader, Team NINJA  
KOEI TECMO GAMES CO., LTD.

Yosuke Hayashi joined TECMO Co., Ltd. (currently KOEI TECMO GAMES CO., LTD.) in 2001. Hayashi worked as Combat Design Lead in 2004 on his first *NINJA GAIDEN* game and became further involved in the *NINJA GAIDEN* and *DEAD OR ALIVE* series from 2007 as Producer and Director.

Hayashi's past work includes *NINJA GAIDEN: Dragon Sword* (Nintendo DS), *DEAD OR ALIVE Dimensions* (Nintendo 3DS), *METROID: Other M* (Wii), *NINJA GAIDEN 3: Razor's Edge* (Wii U), *Hyrule Warriors* (Wii U) and *Hyrule Warriors Legends* (Nintendo 3DS).

To Hayashi, games are his way of life, and always will be. As a child, games were his passion and he dreamt about getting into the industry and making this dream come true. He believes that the passion for gaming and the power that games can deliver are shared by gamers worldwide, regardless of nationality or gender. Under Hayashi's leadership, Team NINJA subscribes to that belief and constantly strive for a gaming experience that crosses the boundaries of gender and language in all of their games -- delivering what they hope to be the best that gaming has to offer, to not just one group of gamers, but to everyone.

Currently, Hayashi is working on *Fire Emblem Warriors* (Nintendo Switch and New Nintendo 3DS).