



Yusuke Hashimoto

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Yusuke Hashimoto was born in Osaka City, Osaka Prefecture, in 1975. Before joining PlatinumGames Inc. As game designer, Hashimoto also held positions at CloverStudio Inc. and Capcom Co., Ltd. He served as graphic designer on multiple *Resident Evil* titles and as producer/enemy design for *Bayonetta*. Hashimoto is director for *Bayonetta 2* for the Wii U system.