



The next highly anticipated installment in the Halo franchise, tentatively known as Halo 7, has officially appointed Dan Gniady as its new lead designer. This development was first reported by Rebs Gaming and marks a significant milestone for 343 Industries as they continue to shape the future of this iconic series.

Dan Gniady's Extensive Experience

Dan Gniady brings a wealth of experience to the table, having previously held prominent roles in the gaming industry. Before joining 343 Industries, Gniady served as the lead designer for Hyenas at Creative Assembly. His tenure at Creative Assembly showcased his ability to helm major projects and deliver compelling gameplay experiences.

Prior to his work on Hyenas, Gniady spent a decade at Bungie, where he made significant contributions to the Destiny franchise. During his time at Bungie, he worked on both Destiny and Destiny 2, including their various expansions. His efforts helped shape the beloved series into a cornerstone of modern gaming.



Halo 7 Appoints New Lead Designer

A New Chapter with Halo

Expressing his excitement about the new role, Gniady shared his enthusiasm on LinkedIn last month: “After speaking with a ton of cool teams about rad projects I’m getting a shot to work with the Chief and friends. I love Halo and am very excited to be a part of adding to its legacy.” His passion for the Halo series and his extensive background in game design make him a fitting choice to lead the development of Halo 7.

Current State of Halo 7 Development

Halo 7 is currently in development at 343 Industries, with indications that it will utilize the Unreal Engine, as suggested by recent job postings from the company. However, as of now, no additional details or confirmations about the state of the game have been released by Microsoft.



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