Ryan Wyatt

President, Polygon Labs

San Diego Metropolitan Area

Summary

My journey commenced in the creator economy, where I was deeply involved in playing, streaming, and commentating esports tournaments, becoming one of Twitch's first partnered streamers. This led me to work at Major League Gaming and Machinima, further immersing myself in the creator economy. My unyielding passion guided me to YouTube Gaming as the first Head of Gaming, where I spearheaded the transformation of the platform into the world's largest gaming platform, catering to over 400 million logged-in gamers each day. In the process, I connected game publishers, developers, creators, and fans globally, gaining a profound appreciation for the potential of technology to democratize access to information and entertainment.

My accomplishments did not go unnoticed, earning me accolades such as Forbes 30 Under 30, Fortune 40 Under 40, New York Times Best Selling Author, and The Hollywood Reporter 35 Under 35. These recognitions opened doors to collaborate with some of the most innovative and game-changing companies worldwide, further fueling my passion for technology and entrepreneurship.

As I delved deeper into the intersection of tech and innovation, I joined BITKRAFT as a venture partner. In this capacity, I leveraged my expertise to assess deal flow, identify projects, and provide guidance to operators. This experience with BITKRAFT honed my ability to spot opportunities and support startups in realizing their potential.

Driven by my insatiable desire for innovation, I ventured into the world of angel investing. With my extensive background in the creator economy, gaming, and crypto, I identified promising startups and provided strategic investments and guidance. Collaborating with some of the brightest minds in the industry,

Ultimately, I left YouTube to explore the world of blockchain software as the President of Polygon Labs, an industry-leading scaling protocol in the blockchain space. Leading this organization is both exciting and challenging due to the constant evolution of the blockchain industry. With a deep understanding of emerging technologies, market trends, and user needs, I lead a team of 300+ passionate individuals and oversee Legal, Finance, Policy, People, Dev, BD, Marketing, and all other core operational functions to shape Polygon Lab's direction and drive its growth and success.

Angel Investor: Immutable, Slips, Bright Star, Atomic Form, Branch.gg, Third Web, Derby Stars, Lightforge, LILA Games, Cymbal, CCP Games (Project Awakening), Bastion, and Battlebound

LP: Lightspeed Faction, Superlayer, Alliance DAO

Experience

Polygon Labs
1 year 5 months

President
August 2022 - Present (11 months)
San Diego, California, United States

Expanded role from leading the Studios team to leading all of Polygon Labs. Polygon Labs is the development and growth team for the decentralized Polygon protocol. As the President of Polygon Labs, I oversee a team of 300 people across 48 countries. My responsibilities include managing People, Legal, Compliance, Policy, Operations, Engineering Solutions, Marketing, Finance, Partnerships, Business Development, and more.

Polygon is a blockchain that allows developers to create and deploy decentralized applications (dApps) with improved speed and lower costs, by building on additional layers over the Ethereum blockchain. This platform makes it easier for dApps to scale and perform efficiently, without burdening the main Ethereum network.

Polygon is a versatile platform that supports a wide range of use cases and verticals, including projects initiated by small creators, gaming companies, and even large Fortune 500 corporations like Nike, Starbucks, Salesforce, and

J.P. Morgan. With its enhanced scalability and cost-effectiveness, the platform enables the development of various applications such as decentralized finance (DeFi), non-fungible tokens (NFTs), supply chain management, and enterprise solutions, fostering innovation and collaboration across multiple industries.

CEO, Polygon Studios
February 2022 - August 2022 (7 months)
San Diego, California, United States

Joined Polygon to lead the division of the Studios team as the CEO. The Studios team is focused on Gaming, Metaverse, and NFTs.

BITKRAFT Ventures
Venture Partner
December 2021 - Present (1 year 7 months)
San Diego, California, United States

Support BITKRAFT's funds deploying capital against Crypto and Gaming related projects. From sourcing to diligence to supporting portfolio companies.

Gamers Outreach
Board of Directors
November 2014 - Present (8 years 8 months)
Greater Los Angeles Area

YouTube
Global Head of Gaming
October 2014 - February 2022 (7 years 5 months)
Greater Los Angeles Area

Responsible for starting the YouTube Gaming vertical, scaling the organization out, and leading it to be the largest gaming platform in the world by DAU (300M) generating billions of dollars in revenue for YouTube.

Major League Gaming
Vice President of Programming
April 2014 - October 2014 (7 months)
Greater Los Angeles Area

Led MLG's vast esports programming initiatives becoming the largest esports destination and league.

Machinima
Head of Live and Esports
January 2011 - April 2014 (3 years 4 months)

Co-created and led the partnership program that enabled the ability for creators to begin monetizing on YouTube. In addition to the partner program, led and created the Esports and Live teams within the organization.

Major League Gaming
Head of Online Tournaments
April 2008 - January 2011 (2 years 10 months)

Scaled the tournament organization to help drive monetization efforts around recurring tournaments, programming, and sponsorships.

Education

The Ohio State University