

**STUDIO LEADERSHIP ~ MARKETING & COMMUNICATIONS
PROGRAM MANAGEMENT ~ TECHNICAL PROJECT MANAGEMENT
GAME & PRODUCT DEVELOPMENT ~ TEACHING & TRAINING
RESEARCH & DEVELOPMENT ~ INNOVATION**

EMPLOYMENT HISTORY

- **Global Gaming Marketing Manager**, *Amazon Web Services*, Seattle, WA JAN 2015 to Present
- **Sr. Director, Strategy and Delivery Services**, *Citizen Inc.* Seattle, WA 2013 to 2015
- **Dept. Chair, Games Software Production & Design**, *DigiPen Singapore* Singapore 2012-2013
- **Sr. Program Manager**, *Cypress Consulting* Seattle, WA 2011-2012
- **Studio Director**, *Dungeons & Dragons Digital Studio, Wizards of the Coast (Hasbro)* Renton, WA, 2009-2011
- **Director- Innovation, Games and Gaming**, *Harrah's Entertainment* Las Vegas, NV, 2008-2009
- **Technical PM/Systems Engineer**, *IGT-Labs, International Game Technology* Reno, NV, 2002-2008

RELEVANT ACCOMPLISHMENTS**Studio Leadership | Marketing & Communications | Program, Project and Product Management**

Led multiple product development and product release efforts, with multi-disciplinary teams from concept through prototype, final design and launch. (Mobile applications and middleware, Computer Game Applications, BI Systems, CMS Systems, and ERP Systems).

- Developed and managed studio P&L and project budget responsibilities as general manager for projects and product lines in excess of \$5M each, often with three to five projects at any one time
- Successfully launched commercial games, pilot programs and first-to-market solutions
- Architected and executed marketing plans for established brands as well as new product and service launches on a global scale, including digital marketing and social media plans, live events and industry trade shows and conventions
- Led and managed multiple teams, internal staff and external contractors, including: software and system development groups, art, animation and design teams, quality assurance teams, system installation groups and digital product maintenance teams

IP Creation, Licensing and Licensing Management

Led digital brand management as the IP owner. Successfully managed multiple IPs as a sub-license holder through game design and product deployment, handling specific brands in the sub-license process.

- Led studio team and owned external relationships for the D&D brand through multiple video game projects
- Managed licensee relations in R&D efforts for new products in casino gaming industry, with brands including Indiana Jones, Star Wars, Star Trek and various other TV show and Feature Film franchises
- Created original inventions and intellectual property

Teaching/Training/Simulation and Exercise Design

- Designed instructional courses, games, war game simulations, conducted military and EMS exercises
- Designed and delivered multiple corporate and academic courses
- Developed cutting edge casino gaming prototypes using MS Surface technology and Xbox platforms
- Developed and conducted multiple wargame and disaster simulation exercises
- Designed and developed web-based and stand-alone games applications in the serious games space

Product Examples:

The Dungeons and Dragons 4th Edition downloadable and online Character Builder, Compendium, Adventure Builder, and Virtual Game Table. Managed titles include *Daggerdale*, and *Neverwinter* and the relaunch of the *Baldur's Gate* series on iOS. AT&T Sponsored Data and the Merchandizing Dashboard (MDB) and App Center Evolution (ACE) services. The Star Trek networked slot machine combined with Harrah's Total Rewards program.

EDUCATION & MILITARY

- **MA, Instructional Technologies** (Games for Learning), San Francisco State University, San Francisco, CA
- **BGS, General Studies**, University of Nevada-Reno Reno, NV
- **Captain, US Army Signal Corps**, USAR and Nevada National Guard

INVENTOR PATENTS

- 1) Distributed side wagering methods and systems WO 2009088836 A3
- 2) Gaming system and method of operating a gaming system providing wagering control features for wagering games US 8342954 B2
- 3) Gaming system having a display/input device configured to interactively operate with external device US 20090197676 A1
- 4) Gaming system and method of operating a gaming system providing wagering control features for wagering games US 20130109462 A1
- 5) Gaming system having multiple player simultaneous display/input device US 8430408 B2
- 6) Gaming system having a display/input device configured to interactively operate with external device US 8439756 B2
- 7) Customized player alerts US 20090264190 A1
- 8) Gaming system having multi-player wheel bonus game and characteristic selection US 20120094741 A1
- 9) Gaming system having multiple player simultaneous display/input device US 7976372 B2
- 10) Gaming system having multiple player simultaneous display/input device US 8231458 B2
- 11) Gaming system and method of operating a gaming system providing wagering control features for wagering games US 8087999 B2
- 12) Gaming system having multiple player simultaneous display/input device US 20110237327 A1
- 13) Gaming system having multi-player wheel bonus game and characteristic selection US 8100754 B2
- 14) Gaming system and method of operating a gaming system providing wagering control features for wagering games US 20120077572 A1
- 15) Gaming system having multiple player simultaneous display/input device US 8235812 B2
- 16) Real-time navigation devices, systems and methods US 20120072111 A1
- 17) Intelligent Multiplayer Gaming System With Multi-Touch Display US 20090143141 A1
- 18) Real-time navigation devices, systems and methods US 20090265105 A1
- 19) Distributed Side Wagering Methods and Systems US 20090325686 A1
- 20) Gaming system having user interface with uploading and downloading capability US 20090131134 A1
- 21) Side betting on gaming and related non-gaming items US 20110319158 A1