

This group of seasoned creative and technical producers, directors, designers, engineers and managers has formed an alliance to help you realize your creative, technical, educational and entertainment vision. Experience will help make your project a winner.

Contact Michael McHugh
Creative & Marketing Director
anvilfun@gmail.com
541-997-4980

The Virtual Production Studio 2016-2023

Principals: Randy Dersham & Michael McHugh

<http://flextek-media.weebly.com/>

Virtual Reality Team:

Randy Dersham:

Executive Producer



Randy is a senior manager that builds the right team for the right job. Whether for a thin client MMO mobile app game, Historical and technical flight simulator, Hunting and fishing game or state of the art sweepstakes app , he is a true talent magnet for both technical and artistic and can inspire performance under all conditions. He is focused on the end result and has effectively juggled talent, time and budget to deliver award winning titles over the past 28 years. Past GM of Electronic Arts and SVP Sierra Games.

I am an expert at growing teams that drive to a clear vision using a balanced focus between operations and creative regardless of platform. My professional P&L responsibilities have spanned start ups to multi-studio organizations of 450 employees.

Specialties:

Studio culture F2P mechanics Monetization Mobile games Social games MMO games
 Virtual goods Product strategy Product Management Game Design Service Operations
 Studio Organization

PGI	2016	Chief Operations Officer
Flextek-Media LLC.	2016	co-owner
Randy Dersham Ventures.	2015	owner
Kizzang Sweepstakes	2014-15	SVP / General Manager
UQLife	2013-14	VP of Production
Zynga	2012-2013	Studio General Manager
Disney/Playdom	2009-2011	VP / Executive Producer
Instant Action	2007-2009	Executive Producer
Acclaim Entertainment	2003-2004	GM / Executive Producer
Electronic Arts Seattle	1998-2002	VP / General Manager
Sierra Entertainment	1989-1998	Sr. VP/GM Executive Producer
Dynamix	1989-1998	GM / Executive Producer

University of Oregon

Robert Schyberg:

Director of Finance



Senior Executive with 25 years experience in Public Accounting:

Hospital Management and Managed Care Organizations. Strategic Planning and Development Project Leader with emphasis on Mergers and Acquisitions in Healthcare and Commercial Banking Confidential Internal Investigations, Corporate Restructuring, Re-Organization and Bankruptcy. Testifying Expert Civil and Criminal Matters. Federal and State Government Procurement and Regulatory Matters and Legislation. Department of Defense and Department of Agriculture Product Development and Procurement. Expert in American Appalachian Region, Latin America and Caribbean Project Development. Experienced Media and Television Production Executive.

Career Highlights:

Partner with International CPA Firm

Executive VP Development for Hospital Management Company; responsible for mergers and acquisitions, construction, capital financing for the development of a 20 hospital organization in 8 states.

Director and Committee Chairman of Regional Bank

Lead advisor to buy-side and/or sell-side principals in over 100 major transactions with valuations from \$20 million to \$1 billion +.

Broadcast Media Producer, Writer, Director: Nationally Broadcast PBS Documentaries and National Geographic Television Programs. Including development of funding program for archaeological exploration and documentation. VR concept development collaborator for new content solutions.

Current areas of focus:

Strategic planning for Hospitals, Managed Care Organizations, Physician groups, and Information Technology Companies.

Mergers and Acquisitions, Market and Competitive Assessment

Physician - Hospital - Managed Care (business combinations)

Project Development Economic Feasibility Analysis

Implementing Coordinated Care and Population Health Management under the Affordable Care Act Accountable Care Organizations

Health Insurance Exchange business development and Health COOPERatives

Private Health Information Exchange development

State Medicaid Expansion Programs

Medicare Advantage Planning Development

Ryan Hinke:

Ryan is a Senior computer software/hardware systems engineer with over 25 years experience specializing in ride and show motion control systems, Virtual Reality Systems, 3D engines, 3D graphics, Robotics systems development, Flight simulator software and hardware systems development and mechanical and electrical systems engineering and development.

Specialties:

C, C++, Python, OpenGL, OSG, Qt, Java, LabVIEW, Assembler, SolidWorks, Rapid Prototyping, Computer Graphics, Ray Tracing, Computer Interfacing, Game and Simulation Programming, Rigid Body Simulation, Flight Modeling, Robotics, Machine Tool Operation, CNC Programming, Mechanical Design, Motion Control, Printed Circuit Board, GUI, Hardware interfacing, VR displays, motion tracking, DMX lighting, physics.

Overwatch Systems Tactical Operations 2009- now Sr. Software Engineer

3D visualization, OpenGL, OSG, C++, Qt

Mach 1 Development 2008-2009 Senior Prototyping Engineer

Software development, rapid prototyping, mechanical engineering, RFID security applications, SolidWorks, cross-platform GUI.

Coyote Creek Design 2007-2008 Owner

Product development and software development

Neosynapse 2007-2008 Software Engineer

Buzz Monkey Software 2003-2005 Software Engineer

Anvil Productions 2002-2003 Theme Park ride Engineer

Submarine and raft ride attractions, motion control, physics models, operational procedures, graphics and sound effects.

University of Oregon

Michael McHugh:**Director of Creative/Technology**

<https://www.freelanced.com/williammichaelmchugh>

(see "About" page for resume')

Michael is a hands on creative/technical director and producer with 30 years experience in entertainment design projects from live action stunt shows, large and small scale dark rides and attractions, motion simulators with real-time interactive graphics, computer games, flight simulator software and real-time virtual reality projects. He is a creative and technical producer for software/hardware systems and content development solutions. He works hard to build the right team for the project while also keeping costs under control. McHugh also sees the big picture and knows how to get it done.

Specialties:

Creative development, content development, Technical development, team building, production, writing, design, direction, 3D tools, VR tools, Systems design, all phases of production, product development, budgets.

Michael McHugh is a designer/producer/developer in design and entertainment. He has successfully explored many aspects of these industries from graphic design, residential design, commercial design, exhibit design to co-creating and designing and building large scale attractions like the "Miami Vice Action Spectacular" stunt show and other multi-million dollar attractions for Universal Studios and other entertainment development companies.

He has embraced technology utilizing software and hardware solutions gleaned from his time in the game development industry and works now almost entirely in a unique "virtual world", a Virtual Production Studio for all his "real world" projects.

Having worked in both the animation and game development industries including flight simulation development, McHugh has also created, developed and produced two real-time interactive rides on motion bases installed overseas for a company in Los Angeles. He works hard to bring contracts for software, hardware and animation production development to vendors in Oregon when possible.

Regionally, he has worked closely with several design, engineering and architecture firms in Eugene, Oregon to help pre-visualize projects like the LTD bus terminal, Ferry Street bridge re-work, the first pedestrian bike bridge, Charnelton Street and the Broadway Plaza re-development project and others, as well as, a couple of high-end

fourteen/fifteen thousand square foot exclusive residences for Robert Morris A.I.A. that were built in the Sedona, Arizona area.

McHugh has maintained a 30 year working relationship with international design and engineering entertainment specialists and production development companies, and has traveled around the world as a project director, designer and consultant to help create, develop and plan some fun entertainment attraction projects in Japan, Taiwan, England, Jakarta and Hong Kong ranging in scope and scale from 1.2 million to 450 million dollars. He has always designed to a budget and is called to explore solutions at times based on that quality alone.

Recently, he helped create and develop a wonderful science museum ride in Doha, Qatar using Virtual Reality as a design tool allowing the global design team to participate interactively from around the “real world”. Then the project was built in real life, all from a server set up in Florence, Oregon.

He is growing this new style of “ Technology” business and now has completed an exciting “Urban Renewal” design project for the city of Florence, Oregon using the VR studio.

He has also constructed a large virtual resort and museum complex complete with artists gifts shops for real world shopping and has been marketing next gen attractions, both real world and virtual of his designs to developers around the world.

“It is a fun way to work and sure saves on travel!” says McHugh.

He is happy to schedule VR tours via Skype. Just drop him an email :

anvilfun@gmail.com to schedule a tour or call 541-997-4980

<https://www.freelanced.com/williammichaelmchugh>

<https://navifun.net/>

<https://immersionisland.weebly.com/>

<https://mchughmuraldesigns.weebly.com/>

<https://flextek-media.weebly.com/>

<https://vrprojects.weebly.com/>

<https://www.myfunprojects.com/>

<https://www.vps-virtualproductionstudio.com/>

<https://flextekteam.weebly.com/>

**Supervising Architect:
JOHN KASPEROWICZ
EXPERIENTIAL ARCHITECT**



John Kasperowicz has over forty years experience in the design, planning, and implementation of theme parks, rides, shows, attractions, exhibits, and retail/dining experiences. With a focus on the guest perspective, John believes creating compelling guest experiences is more than an architectural effort alone and values the integration of theater, media elements, technology, and the built environment as part of the storytelling process.

As an Imagineer with the Walt Disney Company, John was one of the original planners and theme designers of World Showcase, EPCOT, and Tokyo Disneyland, where he gained experience in theme architecture, show set design, and signage/graphics. Later as principal architect at Knott's Berry Farm John helped establish the in-house design and architecture department, working on major park improvements, including the development of the popular series of Camp Snoopy Theme Parks.

After establishing his own architecture and design firm, John contributed to the conceptualization of Disney's Pleasure Island, Toontown at Disneyland, Muppets 3-D theater interior design, and Honey I Shrunk the Kids attraction show set at Disney MGM Studios. John and his team prepared the Schematic/DD design drawings for most of the themed exteriors and interiors for Disneyland Paris including the design of Sleeping Beauty's Castle and exterior theme design for the Magic Kingdom Hotel. He provided the show set design documentation of several attractions including It's A Small World, Haunted Mansion, Pirates of the Caribbean, and Alice's Curious Labyrinth.

In addition, John's team developed designs for projects that included master planning and attraction design of LEGOLAND, attractions for Ecocentrum cultural entertainment center in Manila, Raging Waters water park, and show set and interior design for Mystery Lodge, Knott's Berry Farm, awarded a THEA from TEA. John also designed several themed casinos, the Roy Rogers theme retail and dining center, and themed nightclub restaurants in Barcelona and Hong Kong. John designed the interactive exhibits and was the writer for The Imagination Workshop Children's Museum in Temecula, California, awarded a THEA by the Themed Entertainment Association, and Toon City in Jeddah, Saudi Arabia, recognized as top FEC in the World by IAAPA.

As the principal architectural consultant to The Hetteema Group, John provided planning and theme façade design for Saraya in Aqaba, Jordan, and the Beyond All Boundaries WWII museum theater concept planning in New Orleans. He later led the master planning and design of Sanrio Hello Kitty theme park in China, the Malaysia Truly Asia Centre in Kuala Lumpur, Everland theme park in Korea, and retail, dining, entertainment planning and design for Dubai Holdings, among others.

Recent projects include serving as design architect of Caesars High Roller in Las Vegas, the world's tallest observation wheel; show set and interior design of Bermuda Storm Theater for Ocean Kingdom Chimelong; flying theater experiences including Flyover - The Real Wild West, on the Las Vegas Strip.

John is a licensed architect in several states and is NCARB certified.

Supervising Engineer and Principle Investigator:



ALAN J. ARENA

ajarena@akaengineering.com

(714) 343-7617

Engineering Expert / Principal Investigator

Over 10 years of P&L and primary business management of theme park programs.

Directed operational teams, combining program management with innovation development.

Leader providing direction and management to development and production programs.

Experience translating budget allocations into successful functional department performance.

Division Manager, multinational operation, operating at a 30% profit margin.

Directed 150+ person multi-tiered defense/aerospace engineering department encompassing System Engineering, System Software, System Integration, and System Test

Managed \$200M project on time under budget.

Leadership skills to effectively build, coach, mentor and manage passionate teams.

Designs and embodiments exist on all seven continents, and on Mars.

Innovative and rigorous analytical problem-solver; reduces complex challenges to practical, cost-effective solutions.

Manager for RLG and fiber optic gyro, and their comparative testing against other G&C systems.

Development engineering manager strategic weapon system G&C missile computers.

Theme Park Guru; "Godfather" of motion simulator rides.

Led the Themed Entertainment Associations committee for Managing Technical Risk.
 Provided management, master planning, and analysis on themed attractions from Blue Sky through commissioning.
 Provided engineering for over 40 theme park ride systems.

KEY COMPETENCIES

- P&L, Business, Budget Plans
- Mechanical Engineering and Analysis
- Mechanical Engineering Simulation
- Safety Analysis
- Controls System Engineering
- Medical Device Development
- ASTM / GB requirements
- CSEI Coordination / Approval
- TUV Coordination / Approval
- Amusement Ride Design / Evaluation
- Failure Modes and Effect Analysis
- Program management
- Flight Simulation / Pilot trainers
- Robotics / Factory Automation
- Mechatronics / Animatronics
- Risk Analysis / Management

PROFESSIONAL EXPERIENCE

A.K.A. ENGINEERING

2014 – Present
1999 – 2008

A.K.A. Engineering is an engineering consulting company that provides leadership and expertise for research, management, and engineering in the areas of Themed Entertainment, medical device, and aerospace technologies.

CEO / President / Principal Investigator

Managed P&L and full revenue cycle, achieving 25% profit after taxes.

Interpreted and analyzed statistical data and financial reports reducing risk and cost by 20%.

Chaired industry committees on innovation, risk management, and standards.

CTO / Vice President Engineering

Principal Investigator on research and evaluation projects.

Directed engineering for Theme Park ride systems.

Planned, directed, and controlled research and development efforts for orthopedic implants.

Ensured reliable operations through life cycle management of equipment, facilities, and processes.

Advanced flight simulation for NASA, DOD, USAF, US Army, and US Navy.

Supplied project management and data mining serving multidiscipline teams for Theme Park rides.

Optimized and advanced data management and data research for automotive research.

Conducted developer/contractor RFP process.

Lead development of new G&C instruments for AGVs.

Oversaw EMI / EMC and ESS testing.
Hazard Analysis and FMEA Expert.
Engineering Design Review leadership: SDR, PDR, CDR.
Wrote weapons system Prime Item Development Specifications.
Expert witness on theme park rides and mechatronic systems.
Engineered and managed over 40 multimillion-dollar systems.
Optimization and servo-control mentor.
Hold numerous patents

R&S PRODUCTION SERVICES, INC

August 2014 – March 2018

A specialty engineering and product design company specializing in the themed entertainment industry.

Director of Engineering

Managed integrated engineering team; mechanical, electrical, controls, and software engineering.
Directed and mentored simulation and analysis efforts.
Oversaw site commissioning of systems.
Principal interface with customers during both proposal phase and contract execution phase.
Provided management level guidance in support of all strategic and operational aspects of the Company.
Lead the field installation and the Test and Adjust of multiple animatronic and ride systems.
All design and development activity were done on AutoCAD and supported with Finite Element Analyses.
Control systems employed PLCs, PC systems, or proprietary designs.

ELLIPSE TECHNOLOGIES

2013 – 2014

Ellipse Technologies is a leading edge innovator of orthopedic and spinal implants that can remotely be adjusted post-operatively. I was recruited by Ellipse CEO to lead and organize the company in the development of technology, mechanisms, and controls for the next generation of smart adjustable orthopedic implants.

Vice President Technology Development, Engineering and R&D

Directed engineering and R&D groups. Responsible for innovatively transferring technology into cutting edge spine and limb correction orthopedic implant devices.
Established KPIs that improved project and R&D performance, recovering 4 months of schedule.
Managed product development within PMA and 510K processes.
Integrated cross-functional disciplines facilitating collaboration and coordination.

YOUNG ENGINEERING

2012 - 2013

Young Engineering is an engineering and manufacturing company advancing surge tank technology for the oil and gas industry. I was brought in to develop and install new infrastructure projects.

Manager of R&D and Engineering

Managed the R&D, IT, Engineering and Quality Control departments.
Led project management for new site installations.

WALT DISNEY IMAGINEERING**2010 - 2012**

Walt Disney Imagineering is the design and development arm of the Walt Disney Company, building Disney theme parks, resorts, cruise ships, and other entertainment venues worldwide. I was the only contract executive brought in to help develop Shanghai Disneyland.

Senior Technical Director

Led a diverse group of creative, technical, and administrative professionals.
Lead GB effort for coordinating with ASTM and WDI standards for SDL ride systems.
Built and oversaw preparations for CSEI design reviews
Established and Executed budget, schedule, and technical control for the \$200M development phases in a fast-paced, time-critical environment for Shanghai Disneyland.
Directed manufacturing trials to optimize product development of new attractions.
Supervised compliance to all Federal and foreign regulations, and company standards.
Led technical and project risk management efforts that supported project planning / tracking and product lifecycle management, FMEA, and PFMEA activities.
Lead QA/QC and project guidance for Shanghai Disneyland regarding CSEI and CCC.
Managed construction bidding and contracting process, coordinating with internal legal and corporate administration along with local government and regulatory agencies.
Provided technical expertise to all stakeholders, both internal and external.

TAMARACK SCIENTIFIC**2008 - 2009**

Tamarack Scientific is a \$35M custom design and manufacturing operation of laser ablation and photo lithography tools for the medical device industry. I was brought in by the president as an executive to establish a life cycle and system engineering mentality within the organization.

Director System Engineering

Directed and organized multi-disciplinary (IPT) R&D and engineering teams.
Established phase-gate processes and procedures reducing product development cycles from 18 to 14 months.
Established and benchmarked business processes and developed metrics to measure improvement.
Developed project/process documentation system to meet FDA and GMP standards.

AUTOMOTIVE TESTING AND DEVELOPMENT SERVICES, Inc.**1993 - 1998**

A multi-national company providing engineering services to GM, Ford, Chrysler, Mercedes Benz, BMW, Honda, Nissan, Toyota, Kia, Daewoo, EPA and California Air Resources Board.

As Division Manager/VP of Engineering executed full Profit and Loss responsibility for the Engineering Division, running at > 30% profit margin. Managed/coordinated data analysis, operations, testing, vehicle control groups, and EPA/California Air Resources Board emission certification programs. Applied Analytics to business development and research to optimize growth paths.

RIDE AND SHOW ENGINEERING**1987 – 1989**

A specialty engineering and product design company specializing in the themed entertainment industry.

As Director of Engineering, directed and lead the mechanical and controls engineering teams in the development, implementation, and installation of ride systems for Disneyland, EPCOT, Universal Studios Hollywood, and Universal Studios Florida.

Lead the design and development effort for the Universal Studios "Back To The Future" prototype ride system, and the concept development of the E.T. ride system.

Designed and developed the motion base, controls and ride vehicle for the Iwerks Entertainment Turbo Tour Theatre. Developed the technology that lead to the application for multiple ride system related patents.

All design and development activity were done on AutoCAD and supported with Finite Element Analyses.

ROCKWELL INTERNATIONAL,

1989 - 1993

1983 – 1987

The Command, Control, and Communication Division provided technology for strategic weapon systems.

As **System Engineering and Integration Manager**, directed the System Engineering, System Software Engineering, System Development Lab, System Integration Engineering, and Interface Control units ,with 5 direct reporting managers, responsible for a 150 person Integrated Product Team (IPT) group that defined the electrical, electronic, software, civil, mechanical, and packaging requirements for the specification, integration, test, analysis, and selloff of the **Peacekeeper Rail Garrison (PKRG) Nuclear Weapon System** from concept development through commissioning and field support. Led Qualification and Acceptance testing. Developed ring laser gyro and fiber optic gyro programs. Computer/Communication Subsystems manager for inertial navigation system competitive fly-off program. Project engineer for Peacekeeper missile program, flight control and AIRS inertial guidance.

SIGNET SCIENTIFIC

1980 – 1983

Signet Scientific was an engineering and manufacturing company in the process instrumentation sector.

As **Sr. Project Engineer and group leader** for a microprocessorbased process control instrumentation design and development group. Responsible for short and long range planning, budgets, manpower, schedules, customer and supplier interface, and lab management. The major project during this period, which lead to **multiple U.S. and foreign patents**, was the design and development of a **high volume, cost sensitive**, FDA approved, computer controlled, multiple fluid flow sensing system that was capable of precisely measuring and completely mixing multiple fluids over a wide range of temperatures, flow rates, and viscosities. This project also included the design of PC based test equipment. During this time frame four process control systems were also brought from conception through production, enabling Signet to grow in sales from \$3 million to over \$10 million.

FIAT-ALLIS

1973 - 1980

Fiat Allis was a joint venture automotive corporation between Allis Chalmers and Fiat. Their main product was off-road construction equipment.

I worked as an R&D engineer and as a design engineer developing and testing advanced systems in hydraulics, noise control, and cooling systems.

CALIFORNIA POLYTECHNIC UNIVERSITY, POMONA

Taught Mechanical and Aerospace Engineering and Material Science curriculum

EDUCATION

Illinois Institute of Technology

Bachelor of Science in Mechanical and Aerospace Engineering

California State University at Los Angeles

Master of Science in Mechanical Engineering

Registered Professional Mechanical Engineer, California, No. M31350

PATENTS

- Remote Operated Adjustable Spine Device
- Adjustable Leg Extension Orthopedic Implant
- Ambient energy thermodynamic engine
- Beverage dispenser valve
- Fluid dispensing system
- Fluid flow meter
- Post mix dispensing method and apparatus
- Seat base motion controller

PROJECTS

INDUSTRIAL / COMMERCIAL PROJECTS	System Engineering	Controls Engineering	Mechanical Engineering	Expert Witnesses
Rotating Restaurant Control and Safety Engineering		X	X	
ATV / UTV vehicle engineering and design	X		X	
Instrumentation development for Guidance and Control of Automated guided Vehicles	X	X	X	
EMI/EMC Testing	X			
Army Multi-Purpose Cargo Loader/Unloader	X		X	
Railroad engineering and Interface with the American Association of Railroads	X	X	X	
10 MW Turbine Generator Set	X		X	
40' Hybrid Electric Bus	X		X	
Automotive Vehicle Engineering	X	X	X	
EPA data analysis programs	X	X	X	
EPA Revised Durability Protocol'	X			
F-16 Motion Cueing Trainer	X	X	X	
Floated-Ball Inertial Guidance Unit	X			
M1A1 Abrams Trainer Platform	X		X	
NASA Control Force Loaders	X	X	X	
NASA Flight Trainer Simulator	X	X	X	
Nevada Stateline Monorail	X	X	X	
Flow meter design	X		X	
Pulse jet nozzle design			X	
Noise simulation and abatement	X		X	
Off-Road Construction Equipment			X	
Servo Control construction equipment			X	
Soil remediation Plant	X		X	
Themed Safety Rails for Matterhorn Ride	X	X	X	
Chicken Processing Plant / Scalding Tank	X		X	
Strategic Weapon Systems DOD / AF	X	X	X	
Automated Doors (sliding)	X	X	X	
Automated entry gates (pivoting / rotating)	X	X	X	
Autonomous Vehicle Guidance System	X	X	X	
Lifting Sliding Doors				X

ATTRACTION, THEATER, and RIDE Projects and Engagements

RIDE SYSTEM / ATTRACTION	System Engineering	Controls Engineering	Mechanical Engineering	Expert Witnesses
Trackless Ride Vehicle Guidance	X	X	X	
FlowRider Surfing Simulator (Royal Caribbean Cruise Line)				X
Flying Theater			X	
Haunted Mansion 2019 (Disneyland)				X
Sun Dial Rotating Restaurant 2018 - 2019 (Peachtree Plaza, Atlanta)				X
Wild Arctic Ride 2017 - 2018 (Seaworld)				X
Hellcat Roller Coaster 2016 – 2018 (Clementon Park)				X
Giant Robot 2016 – 2017 (Korea)	X	X	X	
Kharama Ride 2015-2016 (Qatar)	X	X	X	
Wanda Hefei Ride 2014-2017 (Hefei Wanda Movie Park)	X	X	X	
Hershey Factory Tour Ride 2015-2016	X	X	X	
Cradle of Inspiration Ride 2013	X	X	X	
Cirque du Soleil Elvis Stage 2013-2015				X
Ride Entry / Control Gates	X	X	X	
Buzz Lightyear 2010 - 2012 (Shanghai Disneyland)	X	X	X	
Explorer Canoes 2010 - 2012 (Shanghai Disneyland)	X		X	
Jungle Challenge Trail 2010 - 2012 (Shanghai Disneyland)	X		X	
River Rafts 2010 - 2012 (Shanghai Disneyland)	X	X	X	
Winnie the Pooh 2010 - 2012 (Shanghai Disneyland)	X	X	X	
Fantasy Boat Cruise 2010 - 2012 (Shanghai Disneyland)	X	X	X	
Seven Dwarves Roller Coaster 2010 - 2012 (Shanghai Disneyland)			X	
Tron Light Cycle Roller Coaster 2010 - 2012 (Shanghai Disneyland)			X	
Pirates of the Caribbean 2010 - 2012 (Shanghai Disneyland)	X		X	
Madagascar the Ride Animation 2006 (Universal Studio Singapore)	X	X	X	
Matterhorn 2004 (Disneyland)		X	X	
Bronx Zoo Monorail 2004	X	X	X	
O-Zone Roller Coaster 2002-2004	X	X	X	
Nevada Stateline Monorail 2002		X	X	

Taipei Museum Cosmic Adventure 2000-2002		X	X	
Turbo Tour Theater 1989-1999 (over 50 installations)	X	X	X	
Race for Atlantis 1999 (Caesar's Palace, Las Vegas)		X	X	
RIDE SYSTEM / ATTRACTION	System Engineering	Controls Engineering	Mechanical Engineering	Expert Witnesses
Show Scan Motion Theaters 1998-2002 (Multiple locations)			X	
Action Ride Theaters 1998 – 2002 (multiple sites)			X	
Star Trek the Experience Attraction 1998-2002 (Hilton, Las Vegas)		X	X	
Experience Music Project Moving Stage 1998 - 2000 (Seattle)	X	X	X	
The Disneyland Monorail 1987-1990			X	
EarthQuake 1987 – 1990 (Universal Studio Hollywood)	X	X	X	
EarthQuake 1987 – 1990 (Universal Studio Florida)	X	X	X	
King Kong 1987 – 1990 (Universal Studio Hollywood)			X	
Back To The Future Attraction 1987 – 1990 (Universal Studio Hollywood)	X	X	X	
Back To The Future Attraction 1987 – 1990 (Universal Studio Florida)	X	X	X	
Big Thunder Mountain Railroad 1987 – 1990 (Disneyland, Disneyland Paris)			X	
The E.T. Attraction 1987-1990 (Universal Studio Hollywood)	X	X	X	
The E.T. Attraction 1987-1990 (Universal Studio Florida)	X	X	X	
Miami Vice Stunt Action Show 1987 – 1990 (Universal Studio Hollywood)			X	
Lotte World (1987 – 1990 Seoul)	X		X	
Jaws the Ride 1987 – 1990 (Universal Studio Hollywood, Florida)	X	X	X	
The Norway Pavilion 1987-1990 (EPCOT)	X	X	X	
Disneyland Monorail 1987	X			
NASCAR Speedway Go Kart			X	
NASCAR Speedway Unicoaster		X	X	
Ride System Patent Litigation				X
Turbo Tour Theater patent and contract Litigation				X



David Prothero

10106 Old Redwood Hwy,
Penngrove, CA 94951,
(707) 318-3135

Dwarf Productions: April, 1992 - Present

At Dwarf Productions David is the sole proprietor providing Technical Direction Services for Corporate Business Meetings and Events, planning and managing the installation, operation and removal of all support equipment for corporate keynote meetings, trade show booths, breakout meetings and events for a broad range of clients.

- Responsible for technical planning, budgeting, scheduling, design management, labor management, installation management, operation management, and removal management for corporate meetings and events, trade show exhibits, theme park attractions, and museum exhibits.
- Hardware integration, installation, wire management and ETL listing management for 20 interactive retail displays for SK-II in San Francisco.
- Design Management and Specifications for the Atrium Show for Crown Casino in Melbourne, Australia. Development of design and equipment specifications for animating an atrium space with lighting, water features, LN2 fog, laser projections, and mechanical effects to an original symphonic score.
- Keynote management for Developer Conferences and Product Launches for Apple, Google, and Facebook.

- Technical Direction for Intel's 2018 CES Keynote in Las Vegas, winner of the Best Stage Experience in the 2018 Experience Design & Technology Awards by Event Marketer.
- Keynote management for OpenStack Summits and Open Compute Project conferences in Berlin, Paris, Barcelona, Tokyo, Sydney, Vancouver, Amsterdam, San Jose, Boston, and Austin.
- Exhibit Booth management for KingWorld/CBS, Sony Pictures Television, and Forest City.

LucasArts Attractions: March, 1990 - March, 1992

At this Attraction division of LucasFilm David supervised all technical elements and budgets for this design group providing unique concepts for theme parks, museums and entertainment centers.

FM Productions: March 1980 - August 1988

Project Manager for this Scenic Shop providing scenery, staging and lighting for corporate events, music tours, attractions, trade shows, events and parties.

- Technical Director for 1984 Democratic National Convention, San Francisco.
- Designer and Technical Director for the conversion of the PNE hockey arena to an opera house for EXPO 86 World Festival's presentation of Teatro alla Scala's production of *Lombardi*, Vancouver.
- Designer and Technical Director for the automated turntable stage for the Houston Livestock Show & Rodeo. The stage drove out to the center of the rodeo arena for music acts during the rodeo. The stage was retired in 2017 after 32 years of service.
- Project Manager for the Act 2 scenery for the Indiana Jones Stunt Spectacular at Walt Disney World.
- Project Manager for the 1988 Top Deck expansion of scenic facades for Universal Studios/LA.
- Project Manager for the Star Trek Screen Test Theater and Miami Vice Attraction at Universal Studios/LA



Larry Hitchcock: Creative Development Producer

Portland, Oregon

<http://hscreative.weebly.com/>



Design and Project Management

Hitch Designs · Contract

Jan 1991 - Present · 32 yrs 5 mos

Portland Oregon

I have served in creative direction, project management, strategic planning, resource utilization, revenue growth and cost management for many organizations, launches and promotions. I have spent much of my career as the liaison between management, creative and client.



Co-Founder

Sharon's CBeeD Cream · Full-time

Jul 2020 - Present · 2 yrs 11 mos

Baker City, Oregon, United States

Developed hemp-based CBD pain relief creams and oils
sharonscbdcream.com

**Founder**

HS Creative

1996 - Sep 2022 · 26 yrs 9 mos

Portland, Oregon Area

HS Creative specializes in unique and creative design and master planning for the world of experiential entertainment in theme parks, museums, resort development, music, themed retail and visitor centers. HS Creative is a full service design and production company, specializing in concept, feasibility, design, scripting and production.

We are award winning designers and have been creating attractions, interiors, stages, exhibits, events and themed environments for more than 25 years. From Olympic Ceremonies and worldwide concert tours to corporate events and product launches, we provide pivotal design and production services to our very diverse clients. We bring over 30 years of experience with every conceivable venue and situation to your project, grand or intimate.

**Senior Concept Designer**

NBC Universal, Inc.

Sep 1991 - Apr 1994 · 2 yrs 8 mos

Universal City, CA

Islands of Adventure Development. Spiderman Ride and Ripsaw Falls water ride.

**VP Development**

Walt Disney Imagineering

Mar 1987 - Mar 1991 · 4 yrs 1 mo

**VP Design and Development**

FM Productions

Mar 1979 - Jan 1987 · 7 yrs 11 mos

**Board of Directors**

Portland Creative Conference

1992 - 2002 · 10 yrs

Creative Director

**Director of New Business Development**

Will Vinton Studios

Apr 1996 - Sep 1999 · 3 yrs 6 mos

Ride Films, Theme Park, Experiential Media, Exhibit Films

**VP Marketing and Communications**

Portland Trail Blazers

Sep 1993 - Mar 1996 · 2 yrs 7 mos

**VP Marketing**

Exhibit Group

1994 - 1996 · 2 yrs



Frank Masi

Strategic Product Advisor

fmasi20@gmail.com

About:

I have held design, fabrication, and project direction positions in the field of live entertainment starting in 1966 as the Technical Director of the Meadow Brook Theater in Rochester, Michigan, and finishing in 2005 as the Universal Creative Project Director for new theme park attractions at Universal Studios, Hollywood. Highlights from those 40 years include building the Joshua Tree set for U2's touring arena show while working as the Project Director of Tait Towers in Lilitz, Pa., Project Directing the original T2-3D: Battle Across Time at Universal Studios Florida for Universal Creative (opened in 1996), and Project Directing Revenge of the Mummy at Universal Studios Hollywood (opened 2004).

Since 2005 I have redefined myself as an artist, collector, and facilitator.

In 2017, I co-founded “Art Reality Studio” with Brent Imai. ARS is an art practice consisting of a group of art supporters, art advocates, collectors, enablers, curators, and educators who want to see what happens when artists are given cutting edge tools to create new work.