Exhibit L

Contact

www.linkedin.com/in/mikezyda
(LinkedIn)
mikezyda.com (Company)

Top Skills

Video Games
Computer Graphics
Serious Games

Languages

Spanish (Limited Working)
Mandarin (Elementary)
Japanese (Limited Working)

Honors-Awards

IEEE Fellow

IEEE Virtual Reality Technical
Achievement Award

Senior Member National Academy of
Inventors

Distinguished Alumni Award
University of Massachusetts Amherst

ACM Fellow

Publications

Testing Cyber Security with
Simulated Humans

Introducing emotion into military
simulation and videogame design:
America's Army: Operations and
VIRTE

Introducing emotion into military
simulation and videogame design:
America's Army: Operations and
VIRTE

Planning a Cosmopolis: Key
Features of an MMOG for Social
Science Research

Enabling a voice modality in mobile
games through VoiceXML

Mike Zyda

Founding Director at USC Computer Science Games Program, part
of USC Games
Los Angeles

Summary

http://mikezyda.com

Michael Zyda is the Founding Director of USC's Computer Science
Games Program, and a Professor of Engineering Practice in the
USC Department of Computer Science. At USC, he founded the
Computer Science Games Program and the year-long advanced
game projects course that forms the core of USC Games and took
that program from no program to the #1 Games program in the
world. That program has been rated #1 by the Princeton Review
for ten of the last eleven years. His alums have shipped games
played by over 5 billion players, about $250B in revenue and $2.5B
in payroll to those alums. Zyda is an ACM Fellow, IEEE Fellow,
an IEEE Virtual Reality Technical Achievement Award winner, a
Senior Member of the National Academy of Inventors and a National
Associate of the National Academies.

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Experience

USC Computer Science Games Program
Founding Director
January 2005 - Present (17 years 2 months)
Los Angeles

http://mikezyda.com
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Program, and a Professor of Engineering Practice in the USC Department
of Computer Science. At USC, he founded the Computer Science Games
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System for Encouraging a User to Perform Substantial Physical Activity

Method and apparatus for motion tracking of an articulated rigid body

Method and apparatus for motion tracking of an articulated rigid body

Movable Display for Viewing and Interacting with Computer Generated Environments

System for Encouraging a User to Perform Substantial Physical Activity

Concurrents
Advisor
August 2020 - Present (1 year 7 months)
Redwood City, California, United States

A very cool, new architecture for eSports …

We Are Robot, Inc.
Advisor
April 2020 - Present (1 year 11 months)
Dallas, Texas, United States

Deep learning for game and entertainment analytics

Athanos, Inc.
Advisor
April 2019 - Present (2 years 11 months)
Los Angeles, California, United States

VR without an HMD

Versusgame
Advisor
March 2019 - Present (3 years)
San Francisco Bay Area

Predictive betting game

Equally
Advisor
February 2019 - Present (3 years 1 month)
San Francisco, California, United States

Games for Education

Muoee
Advisor
December 2018 - Present (3 years 3 months)
Shenzhen, Guangdong, China

AI plug-ins for games for education

EON Protocol (EOT)
Advisor
October 2018 - Present (3 years 5 months)
Singapore

Movyl Technologies
Advisor
July 2018 - Present (3 years 8 months)
Oakland, California, United States

AI powered social media tools

Primal Space Systems
Advisor
July 2018 - Present (3 years 8 months)
Raleigh, North Carolina, United States

Middleware protocol for streaming 3D geometry that enables local rendering

StarCoach.tv
Advisor
October 2017 - Present (4 years 5 months)
Beijing, China

Learn to speak English by playing characters.

Great Wall Tiger
Co-Founder
January 2016 - Present (6 years 2 months)
Xi'an, Shaanxi, China

Great Wall Tiger is a creative studio that develops augmented & virtual reality experiences.

411 DTLA
CEO
June 2014 - Present (7 years 9 months)
610 S Main St, #411, Los Angeles, CA 90014

411 DTLA is a game & technology development firm specializing in AR & VR experiences.

Vizzario
Advisor
March 2005 - Present (17 years)
Venice, California

AI with EQ

Aston Scientific

Redwood City, California, United States

Technology for sterilizing air instantly.

ExaShape
Advisor
June 2019 - May 2021 (2 years)
Redwood City, California, United States

Sensors & Distributed AI

Eternal Fantasy Land VR Technology
Advisor
April 2019 - May 2021 (2 years 2 months)
Nanjing, Jiangsu, China

VR technology & development laboratory

Chia Interactive
Advisor
October 2018 - May 2021 (2 years 8 months)
Nanjing, Jiangsu, China

Game development studio

Mira Labs
Advisor
November 2017 - July 2018 (9 months)
Los Angeles, California, United States

AR B-to-B Developer

Happynin Games
Chairman
September 2009 - December 2012 (3 years 4 months)

I was Chairman of Happynin Games, a mobile game developer focusing on the iPhone/iPad/iPod Touch platforms. Happynin built branded games as well as original IP.

EmSense Corporation
Science Advisor
January 2004 - September 2011 (7 years 9 months)

I provided advice to Emsense on neuroscience and the games industry.

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