Exhibit 9

Contact

www.linkedin.com/in/hoopermatt
(LinkedIn)
www.oculusvr.com (Company)
www.oculusforbusiness.com/
(Company)

Top Skills

Game Development

Video Games

Gameplay

Matt Hooper

Director of Development at Oculus VR
Dallas

Summary

For over 20 years I've been responsible for the creation of award winning interactive software. As lead designer and creative director, I've shipped dozens of software titles representing tens of millions of copies sold across a wide spectrum of platforms, from mobile to PC through the gaming console evolution. For most of these projects my teams were pushing in new technology directions and creating positive industry disruption.

In the past 7 years, I've helped Oculus and Facebook bring a new level of immersion to the world through VR. Now my focus is broadening into new areas including enterprise use cases and the future of work through AR/VR.

While my passion leans more toward the creative, I've been involved in some of the most advanced technology pushes from the early days of 3D graphic engines through milestones like multi-pass rendering and real time lighting and now into the new worlds of virtual and augmented realities. I smile remembering the emergence of personal computers, then modern consoles, then mobile, and recently AR/VR... but I smile widest when imagining all of the new technology directions that will power new generations of applications.

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Experience

Oculus VR
Director of Development
August 2013 - Present (8 years 4 months)

Facebook
7 years 4 months

Product Manager
August 2014 - Present (7 years 4 months)

Technical Program Manager
January 2017 - January 2021 (4 years 1 month)

id Software
11 years 1 month

Creative Director
September 2011 - February 2013 (1 year 6 months)

Executive Producer
May 2003 - February 2013 (9 years 10 months)
Dallas/Fort Worth Area

Design Director
January 2008 - September 2011 (3 years 9 months)

Design Lead
February 2002 - January 2008 (6 years)

Third Law Interactive
Owner / Designer / Producer
November 1998 - February 2002 (3 years 4 months)

Ion Storm
Designer
November 1996 - November 1998 (2 years 1 month)

id Software, Origin, Ritual
Designer
January 1993 - November 1996 (3 years 11 months)

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Education

University of Louisiana at Lafayette
Electrical Engineering · (1987 - 1992)