

Exhibit 8

Contact

www.linkedin.com/in/jonathan-ewright (LinkedIn)

Top Skills

Gameplay

Game Design

Artificial Intelligence

Certifications

Black Belt

Jonathan Wright

Ugly Bag of Mostly Water

Dallas

Summary

Currently one of a small team that brought up the first and best-selling mobile VR platform, Gear VR. Working on cutting edge Virtual Reality technology at Oculus / Facebook. Previously worked on AI, graphics, animation, physics and gameplay @ id Software.

Experience

Oculus VR

Tech Lead Manager

February 2014 - Present (7 years 2 months)

Dallas, Texas

I am Tech Lead and Engineering Manager for the Oculus Mobile XR Runtime team which developed the Oculus VR mobile runtime for all current Oculus mobile devices, shipped the original Gear VR Innovator Edition in November 2014 and which is currently developing Oculus' mobile OpenXR runtime. Our team works closely with dozens of other internal and external teams to improve and maintain the Oculus VR mobile platform. We also produce and maintain the Oculus Native Mobile SDK.

A few of the things I've worked on:

- Shipped Gear VR, Oculus Go and Oculus Quest.
- Developed first 3D GUI system for VR used in numerous original Gear VR applications.
- Implemented input systems and APIs for the Oculus VR Runtime.
- Implemented 6DoF tracking service for prototype VR platform.
- Participated in OpenXR Working Group and OpenXR 1.0 specification design.
- Acted as a technical lead, setting standards and architecting parts of the Oculus mobile software ecosystem (especially runtime components, APIs, and new features).
- Worked regularly with Samsung VR counterparts in Suwon, South Korea, and other external partners.

- Maintenance and debugging of shipped applications and runtimes and SDKs.
- Release management.
- Developer support.

id Software

Lead Programmer

June 2004 - February 2014 (9 years 9 months)

Dallas, TX

Lead Programmer on Doom 2016 from 2012 - 2014.

- Lead a team of ~25 software engineers.

I implemented large parts of animation system for idTech:

- Maya plugin.
- Animation tree editor.
- Model and animation viewer.
- Animation blend jobs.
- GPU skinning.
- Animation-to-ragdoll physics.
- Animation asset pipeline.

This technology shipped in Rage, Wolfenstein and Doom 2014 on PC, Xbox 360 and PS3.

AI Lead on Rage where I implemented:

- AI focused animation system components (foot phase syncing, aiming, etc.)
- AI sensory perception and event systems
- Hierarchical Finite State Machine for AI.
- Various engine components including rendering subsystems.

This technology shipped in Rage, Wolfenstein and Doom 2014. Rage AI received a "Best FPS AI of 2011" award.

In addition, I worked on every aspect of the idTech engine including: build maintenance, tools, rendering, SPU jobs, physics, and gameplay on PS3, Xbox360 and PC.

3D Realms Entertainment

Programmer

October 2002 - June 2004 (1 year 9 months)

AI and gameplay and generalist working with Unreal Engine.

President / Lead Programmer

November 1998 - October 2002 (4 years)

Lead programmer, president and co-owner of a ~20-person game development company. Responsible for AI, gameplay, physics, collision, networking, renderer programming in addition to game design and project management.

Shipped ~10 titles from AAA games to value titles during this time.

Ion Storm

Lead Programmer

February 1997 - November 1998 (1 year 10 months)

Education

Clemson University

· (1989 - 1993)

Columbia High School

· (1985 - 1989)