

EXHIBIT J

Contact

www.linkedin.com/in/ramesh-chandrasekhar-28b2484 (LinkedIn)

Top Skills

Embedded Systems
Embedded Software
Debugging

Patents

System for Dynamic Registration of Privileged Mode Hooks in a Device

Fast remote procedure call

System for selectively enabling operating modes of a device

System for Providing Transitions Between Operating Modes of A Device

Methods, systems, and apparatus for object invocation across protection domain boundaries

Ramesh Chandrasekhar

VP and Head of Engineering, Snapdragon Spaces XR
Encinitas, California, United States

Summary

Building the AR/VR Engineering team at Qualcomm since 2014, and currently leading a global team of engineers working on next generation AR/VR solutions including Snapdragon Spaces.

Experience

Qualcomm

25 years 6 months

Vice President of Engineering

November 2022 - Present (1 year 6 months)

Greater San Diego Area

Vice President of Engineering

November 2022 - Present (1 year 6 months)

San Diego Metropolitan Area

Senior Director of Technology

November 1998 - November 2022 (24 years 1 month)

Greater San Diego Area

Currently leading engineering for:

- eXtended Reality (AR, VR) and Computer Vision SW On Snapdragon

Previous:

- Sensors Platform SW on Snapdragon

- Hexagon SDK and DSP Services

- Snapdragon SenseID

- Windows Phone Multimedia

- Brew Multimedia

- Brew OS

- Image Encoders, Decoders, and Animation formats

- Brew Module Loading

- Globalstar gateway software

Member, Technical Staff
1994 - 1996 (2 years)

Education

Indian Institute of Technology, Kharagpur
· (1987 - 1992)

Indian Institute of Technology, Kharagpur
· (1987 - 1992)

Contact

www.linkedin.com/in/dave-durnil-07752a (LinkedIn)
gaming.qualcomm.com (Company)

Top Skills

Mobile Devices

3D graphics

Game Development

Dave Durnil

Global Head of Gaming & Snapdragon Studios at Qualcomm
San Diego, California, United States

Summary

Technology Product and Engineering leader with broad technical expertise of 25 years who has strong product management, business, and marketing acumen. Focused on driving new gaming innovations on multiple platforms and building new technology teams.

Fostering an open and collaborative environment. Currently driving large-scale, cross-functional gaming software and hardware initiatives worldwide supporting Snapdragon platforms with over a 3 Billion install base.

Experience

Qualcomm

25 years 3 months

Global Head & GM of Gaming and Snapdragon Studios

July 2018 - Present (5 years 10 months)

San Diego, CA

Leading Qualcomm's global gaming ecosystem & advanced technologies for across all business units including all platforms for Mobile, Compute, XR, PC, Handheld and Auto. Driving Snapdragon Elite Gaming software products, generative AI targeted at next generation gaming experiences across our entire chipset product portfolio worldwide. (Install base is over 3 Billion and growing).

Studio Head and GM of Snapdragon Studios, leading all product management, business and engineering teams. Responsible for cross-platform game development including co-development with strategic game studios and partners, advanced game engines, next-gen gaming IP across Snapdragon's hardware blocks, new product development, business development, global publisher partnerships and ecosystem enablement, games marketing, studio creative services.

Official Public spokesperson for Qualcomm on all things Gaming across all business units.

Head of Snapdragon Gaming & Studios (Sr. Director of Product Mgmt & Engineering)

October 2012 - July 2018 (5 years 10 months)

Greater San Diego Area

Responsible for leading all gaming product development, consumer products, and engineering worldwide targeted for our Snapdragon processors (over 3 Billion install base) across all our core IPs (CPU, GPU, DPU, DSP, NSP), including growing our Global Snapdragon Gaming Ecosystem.

Managed large-scale, cross-functional engineering teams developing new gaming technologies for multiple market segments (Mobile, VR, AR, PC). Established Qualcomm Game Studios for regional game co-development with strategic partners, publishing, marketing, and investment initiatives. Managed multiple game studio support teams worldwide.

Lead VR content development and worked with Oculus in the early days.

Mobile Gaming (Director of Product Mgmt & Engineering)

March 2006 - October 2012 (6 years 8 months)

Head of Mobile Gaming in Qualcomm's chipset division. Drove new chipset software and hardware requirements for mobile gaming. Played a key role in enabling the game industry's first-generation Mobile Gaming Developer ecosystem.

Founded and developed several new engineering teams at Qualcomm including the first Brew Gaming Team, Android Gaming Team, Advanced Content Group, Game Engine Development Team and R&D team, Graphics Middleware Team, and the Snapdragon Developer Tools Team.

Create some of the first major AR showcase demos and experiences in the market.

Qualcomm invented the world's first global app store on mobile phones before Android and IOS.

Lead the Brew & Android mobile game developer engineering programs including Qualcomm's global gaming ecosystem.

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