



HARRY J. EVRY

CREATIVE & TECHNICAL LEADER • PRODUCER • IMAGINEER • EXPERIENCE DESIGNER
PROFESSOR • AUTHOR • COMPOSER • EDITOR • SOFTWARE & FIRMWARE ENGINEER

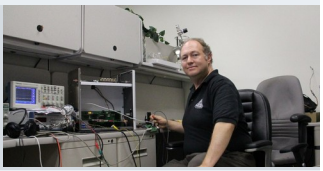
ONLINE MEDIA PORTFOLIO www.emagitech.com

Creative and technical leader, producer, developer and multidisciplinary innovator with more than 30 years of experience spanning entertainment, media production, software and systems engineering, interactive technology, themed attractions, apps, games and education. Combines original concept development, storytelling and experience design with extensive engineering, production and technical leadership. Guides multidisciplinary teams from initial vision and design through prototyping, development, production and implementation, creating innovative products and experiences that entertain, educate, engage, empower and inspire.

CORE EXPERTISE

Creative & Technical Leadership
Experience Design & Imagineering
Themed Entertainment
Shows and Exhibits
Rides and Attractions
Apps and Games
Film and Television
Home Video and Interactive Media
Immersive & Interactive Experiences
Technical Direction & Production
Storytelling & Creative Development
Software, Firmware and System Engineering
AI • Emerging Technology • Systems Integration
Product Development
Interactive Systems
Research & Innovation
Custom Tools & APIs
Original Languages & IDEs









ONLINE MEDIA PROFILE
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THEMED ENTERTAINMENT • CREATIVE TECHNOLOGY • EXPERIENCE DESIGN

- Technical Producer & Director of Technical Development, Las Vegas Springs Preserve - led technical and creative development across dozens of museum exhibits, interactive experiences, games, media installations and shows throughout the 100+ acre cultural center and nature preserve, including large-scale experiential and media attractions.
- Senior Technical Designer, Project Design Consultant & IP Owner Representative - represented Universal Studios in the development of Resorts World Sentosa's Universal Studios Singapore, bridging creative intent, guest experience, concept and design development, technical design, media, special effects, show, ride and interactive systems through production and implementation.
- Creative and Technical Lead for projects spanning nine theme parks and additional park concepts, helping develop and communicate experiential concepts while integrating media, special effects, interactive technology, show systems and technical production; additional work includes dozens of haunts, many exhibits, six museum galleries, and a 100+ acre cultural center and nature preserve.
- Produced early 3D previsualization, simulation and feasibility systems for entertainment, transportation, aerospace and themed-attraction projects - using emerging technology to visualize, prototype, evaluate and communicate complex experiences before implementation.

CREATIVE MEDIA • FILM & TV • STORYTELLING • INTERACTIVE TECHNOLOGY

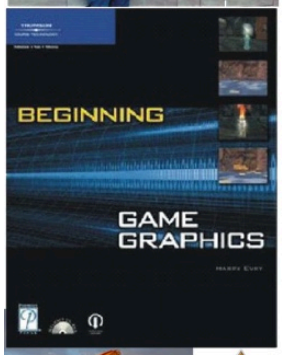
- Graphic / Set / FX Design & Art Department Coordinator, Star Trek: The Next Generation.
- Supervised audio, editorial, post-production, titles, VFX, foley and scoring for numerous feature films and television productions, with selected film and television projects listed below.
- Composer, Songwriter, Music Producer, Author & Lyricist — wrote, composed and produced more than 100 original songs and musical works, including soundtracks, three original musicals and 24 songs for the U.S. Department of the Interior's official America 250 celebration.
- Author, Beginning Game Graphics, Premier Press / Thomson Course Technology.
- Director of Technical Development, Playground Media Group — producing, designing and programming a wide range of interactive Blu-rays, DVDs, games and bonus content for Disney/Pixar, Sony, Mattel, New Line Cinema, ABC and NBC.
- Post-Production Supervisor & Special Assistant to the President, Lorimar Telepictures & Warner Bros. Television — oversaw post-production, studio upgrades, new production systems and technology innovation initiatives.
- Senior Software Engineer, Amazon Prime VR / White Moon Dreams
- Senior Software Engineer & Lead System Integration Engineer, DMG's Transformers VR.
- Lead Programmer - Seagate VR File Explorer and Media Navigator
- Product Lead & Senior Software Developer, SmartSound Software — developed music generation, composition and editing applications, and audio tools and plug-ins for major editing platforms.

PROFESSOR • EDUCATION • LEADERSHIP & INNOVATION

- Professor, California Lutheran University (CLU) — Visual Effects, Cinema, App & Game Development, Animation, Motion Graphics, Programming, Imagineering, Themed Entertainment, and Virtual Production
- Lecturer, University of Southern California (USC)
- First Head of Education, VR/AR Association
- Member & Co-Chair, Media, Decor & Innovation Committees, Academy of Magical Arts and The Magic Castle















ADDITIONAL EXPERIENCE • EDUCATION & LEADERSHIP

- Co-Founder & Chief Technology Officer for multiple interactive-media and AI startups - identifying emerging technologies, developing and demonstrating working prototypes, and building technologies for video games, interactive video, video streaming, haptic feedback, audio enhancement, public safety, and cognitive assessment and support.
- Product Lead and Software and Firmware Engineer, Entech Instruments, PowerMag and Vista Electronics
- Game Designer & Programmer, Tandy/Radio Shack — co-authored and coded pioneering early games and developed the first entertainment simulator.
- Producer, Judge, Board Member & Director of Outreach and Project Approval, California Science & Engineering Fair
- Founded, designed and launched Autodesk's Plaza de la Raza Digital Media Learning Lab, developing and teaching its initial curriculum
- Developed and taught the first game-development classes offered at a Los Angeles Unified School District high school

SELECTED BRANDS, PROJECTS & ORGANIZATIONS

Amazon • Animal Kingdom • Backdraft • Barbie • A Bug's Life • California Science Center • California Science & Engineering Fair • California Lutheran University • Disney • Disneyland • Disney California Adventure • Entech • Grab Games • Hasbro • Indiana Jones • Jurassic Park • Las Vegas Springs Preserve • Lorimar Telepictures • Madagascar • Madame Tussauds • Mattel • Microsoft • Nolan Bushnell's uWink • Paramount Pictures • Resorts World Sentosa • Seagate • SmartSound • Sony • SpectraFX • SpinLaunch • Star Trek • Tandy • Tournament of Roses • Tomorrowland • Transformers • Universal Studios • USC • Walmart Spatialand VR • Warner Bros. • WaterWorld • White Moon Dreams • Academy of Magical Arts and The Magic Castle

INNOVATION & RECOGNITION

- Pioneered and contributed to creative and production technologies spanning network rendering, interactive ride systems, Blu-ray, online multiplayer gaming, non-linear editing, haptic feedback, DMX/show control, 4-D theatrical experiences, karaoke software, augmented reality and virtual reality - applying emerging technology to entertainment, exhibits, attractions, education, science, media production and interactive experiences.
- Designed and implemented three original computer programming languages; served on industry committees contributing to the development and refinement of Blu-ray BD-J and Swift.
- Work recognized by the State of California, City of Thousand Oaks, City and County of Los Angeles, Themed Entertainment Association, CinemaCon, Academy of Motion Picture Arts & Sciences, Television Academy and California Science & Engineering Fair.
- Recipient of two Consumer Electronics Association Innovation Awards and recognition as a Popular Science Invention of the Year.

PROFESSIONAL ENDORSEMENTS

- *"Harry's a techie genius!" — Steven Spielberg* • *"Harry is magic!" — Jeff McBride, Actor & Magician*
- *"Visionary in his views while being grounded in the realities of today." — David Salzman, President, Lorimar Telepictures*
- *"Made this the best Halloween the Castle has ever had." — Milt Larsen, Founder, The Magic Castle*
- *"One of the most intelligent, versatile, and creative individuals I have ever known." — Elois Zeanah, Mayor, City of Thousand Oaks*

SOFTWARE, SYSTEMS & TECHNICAL BREADTH

- SmartSound work included Music Maestro and SonicFire Pro, stock-music production libraries, and native QuickTime and DirectX audio subsystems for Adobe Premiere, Matrox and Pinnacle Studio.
- Engineering experience includes laboratory robotics and air analysis, DMX lighting controllers, aircraft flight controls and gauges, game-show systems, interactive audio, VR, system integration and real-time media.
- Teaching and production technologies span C#, C++, Swift, Assembly Language, JavaScript, React, Node.js, Arduino, HLSL, ShaderLab, OpenCV, Unity, Unreal, 3D Studio Max, AutoCAD, Blender, Maya, Houdini, After Effects, Premiere, Nuke, DaVinci Resolve and Fusion.

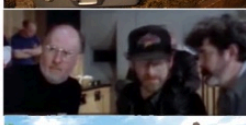
SELECTED PRODUCTION, FILM & MEDIA CREDITS

- Television and feature work includes ALF, Always, Dallas, Falcon Crest, Full House, The Hogan Family, Indiana Jones and the Last Crusade, Knots Landing, The Last Starfighter, Max Headroom, Max Steel, Midnight Caller, Paradise, Perfect Strangers, Scrooged, Star Trek: The Next Generation and Studio 5B.
- Early 3D previsualization and simulation projects include Amtrak, Cooksey Design Associates, Los Angeles Metrorail, Tomorrowland, Star Trek, SpinLaunch, Magic World and Universal theme park attractions.



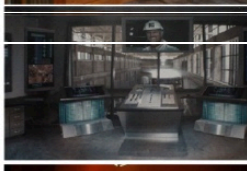








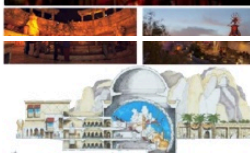












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