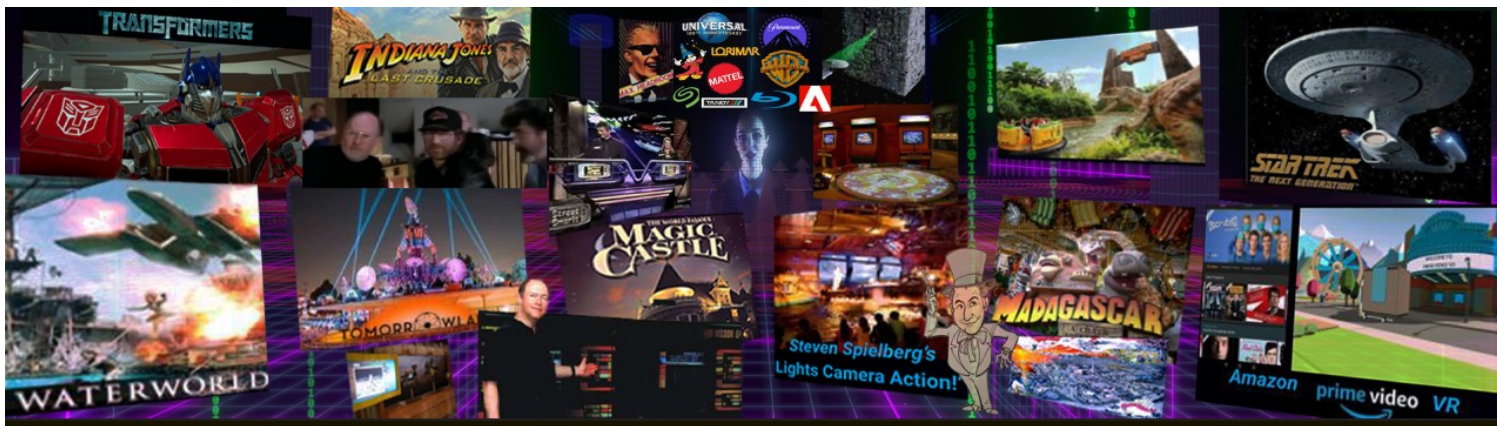




HARRY J. EVRY

CREATIVE & TECHNICAL LEADER • PRODUCER • IMAGINEER • EXPERIENCE DESIGNER

Creative Leadership • Experience Design • Themed Entertainment • Exhibits • Apps, Games, TV and Film • Immersive Technology

Creative technologist with 30+ years developing attractions, exhibits, shows, immersive experiences, apps, games and software. Provides creative and technical leadership, guiding multidisciplinary teams that integrate creative development, experience design, technical direction, production, software engineering, systems integration and emerging technologies. As a producer, author, composer and educator, brings a storyteller's perspective to creating meaningful experiences designed to engage, educate, entertain and inspire.

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 - served as Technical Design Consultant and intellectual-property liaison representing Universal Studios in the development of Resorts World Sentosa's Universal Studios Singapore, coordinating creative, technical, production and implementation requirements.
- Creative Technical Lead on numerous projects for nine theme parks and additional park concepts, 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 tools for major transportation, entertainment, aerospace and themed-attraction projects - using emerging technology to prototype and communicate complex experiences before implementation.

MUSIC • FILM & TELEVISION • WRITING & STORYTELLING

- 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, two 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.

MEDIA • APP • GAME • INTERACTIVE & THEMED ENTERTAINMENT TECHNOLOGY

- 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.
- Co-Founder & Chief Technology Officer for multiple interactive-media and AI startups developing technologies for video games, interactive video, karaoke software, video streaming, haptic feedback, audio enhancement, public safety, and cognitive assessment and support.
- 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
- Technical Contributor & Registered Inventor on multiple U.S. patent filings.
- 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.

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
- 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
- Member & Co-Chair, Media, Decor & Innovation Committees, Academy of Magical Arts and The Magic Castle

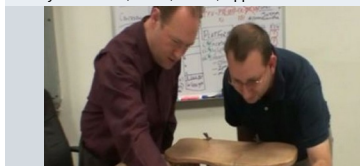


CORE EXPERTISE

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
Systems Integration & Emerging Tech

CAREER HIGHLIGHTS

9 Theme Parks • 6 Museum Galleries
100+ Musical Works • 2 Musical • 1 Textbook
Many TV Shows, Films, DVDs, Apps and Games



Online Portfolio Site:
www.HollywoodMagicFactory.com

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.
- 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.

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.

SELECTED REFERENCES

"Harry's a techie genius!"

- Steven Spielberg

"Visionary in his views while being grounded in the realities of today."

- David Salzman, President, Lorimar Telepictures

"Resourceful, tenacious, focused and creative."

- David Salzman

"Harry is magic!"

- Jeff McBride, Actor & Magician

"One of the most intelligent, versatile, and creative individuals I have ever known."

- Elois Zeanah, Mayor, City of Thousand Oaks

"took something that would probably have taken me weeks to just get a handle on by myself and made it so I learned it all in 3 days"

- Jonathan Blair, Professor, Department of Computer Science, University of Pittsburgh Bradford

"Harry made this the most magical Halloween the Castle has ever seen."

- Milt Larsen, President, Magic Castle Inc. & Co-Founder, The Magic Castle