AARON PARRY
Aaron Parry serves as EVP Deluxe Post Production and CCO of Stereo D and Deluxe Animation Studios, where he oversees the creative vision of the company as well as worldwide production and technology development. The company has created award-winning 3D conversions for the world’s most respected directors and highest grossing films in history. Parry supervised the expansion of Stereo D’s work force from a creative and technical staff of 10 people to more than 2,000 employees globally. Parry joined Stereo D in 2010 after serving as supervising 3D producer on “Jackass 3D” for Paramount Pictures. His prior feature credits also include serving as line producer on Paramount Pictures’ “The SpongeBob Squarepants Movie” and as executive producer on the studio’s “Barnyard.” Prior to his work at Paramount, Parry was executive producer at Warner Bros. Feature Animation.

ADAM LESH
Adam Lesh is the VP, Technology for Breaker (formerly SingularDTV), a blockchain entertainment studio developing a media supply chain to empower independent artists (film, TV, music, eBooks and podcasts) to own, control and monetize their content. Prior to joining Breaker, Adam spent over 20 years in various technology positions in the entertainment industry and is bringing his expertise to bear by using blockchain technology to creatively use tokens and smart contracts to solve pain points for independent Artists and consumers. Adam is also a member of CompTIA’s Blockchain Advisory Council, informing and evangelizing the use of blockchain for business technology.

ADAM MYHILL
Adam Myhill has spent two decades in film and video game worlds, working as a Director of Photography and CG supervisor at Electronic Arts and Blackbird Interactive. Using his experience on multiple titles and as a film DP on a number of feature length movies, Myhill created a groundbreaking procedural cinematic and in-game camera system called Cinemachine, which is now an integral part of Unity’s offering where he now works to empower creators. He is also the designer of CineCast, an AI cinematography system for esports and any 3D content which begs the question “How do you film something when you don’t know what’s going to happen next?” He also holds a number of technology patents around virtual cameras and procedural cinematography.

ADAM RAVETCH
Adam Ravetch is one of the world’s most respected nature and wild-life documentary filmmakers. An Emmy award-winning creative for National Geographic, BBC Earth, Smithsonian, IMAX and NBC Universal, Adam’s films about the inner workings of the arctic and the effects of climate change have thrilled millions worldwide.
AJIT NINAN

Ajit is VP of Technology Incubation in the Advanced Technology Group at Dolby Labs where he is a pioneer in next generation HDR imaging solutions. His known works include the Dolby “Pulsar” 4000 Nit HDR display and he is the inventor of the Quantum Dot (QD) local dimming display concept. His numerous inventions are manifest in over 300 global patents which span multiple patent families and cover broad subjects ranging from image, color, video, audio, and networking. His current focus is in next generation volumetric video and AR experiences.

He received a B.S. and M.S. in Computer Engineering from the University of Nebraska in 1996 and 1998 respectively. Prior to Dolby he worked was a Principle Engineer at Motorola. Ajit was also involved in multiple start-ups in video including Wis Chip, Luminous Networks, and Stream Processors. Ajit was a principle author of JPEG XT Part 2 (commonly known as “JPEG HDR”). Innovation process management is one of Ajit’s specialties.

ALLAN MCLENNAN

Technologist/Analyst of the US based PADEM Media Group, one of the world’s recognized voices* in the advancement of IP (web/broadband/mobile) based television/OTT/VOD, video streaming and AI/ML engagement through connected devices. Allan is an established IP market technology executive in next generation digital media innovations/networks, consumer products and market capitalization deployments worldwide. His current work with global corporations and innovators addresses the deployments and acquisitions across multi-device IP networks, OTT/TV/VOD network programming and multi-platform video distribution. He actively participates in the advancement of data analytics, advanced advertising (ACR, RTB, Programmatic APIs) and the overall revision of the entertainment/media multi-platform video consumption models being explored today. He has participated in the creation/innovation, packaged and/or sold multiple new offerings throughout the world in 17 countries with close to four billion households as both a corporate executive and innovator. Allan has held five patents in targeted advertising and worked with corporations such as Ericsson, Siemens, Microsoft, TIVO, COMCAST, APPLE, Universal, Disney and more involving the advancement of IP/digital media distribution. Additionally, he was the founding AMI divisional president of the US publicly traded entertainment data analytics corporation – RENTRAK serving 100% of the studio and network marketplace.

ANDRÉ RIEVERS

André Rievers, Head of Post Production at Blizzard Entertainment Global Broadcast, has 22 years of experience in Broadcast Post Production and Workflow, including CNN, Turner Broadcast, Imagine Communications, NBC, MSG Network, Univision and Blizzard Entertainment. Primary focus on Broadcast News and Live Sports Events Coverage including Pan American Games, Winter and Summer Olympics and FIFA World Cup.
ANDREW DICKERSON

Andrew Dickerson is Senior Director of Software Engineering on the SamsungXR team at Samsung Electronics America - Content & Services team in Plano, Texas.

Andrew was the first software engineer on GearVR, and created SamsungVR Videos (a.k.a. MilkVR) Samsung’s 360 degree video service. His team prototyped Samsung's Gear360 camera, and have run some of the largest, in VR, 360 video professional live streams to date with Samsung's 360 Round camera. Having helped create the current 3 degree of freedom generation of mobile VR, and the next generation of 6 degree of freedom AR/VR... Andrew's team has been building SamsungXR Capture Studios (Samsung’s volumetric video rigs). Andrew believes volumetric video is the format of our AR/VR/XR future.

Andrew has more than a decade of experience at Samsung and two decades at Fortune 500 companies writing graphical user interfaces for some of the most visible applications on mobile devices. His team has written the Samsung Touchwiz Launcher, Samsung SmartSwitch, and Samsung MediaHub that have run on hundreds of millions of devices.

ANIRVAN DAS

Anirvan Das is a Director of Product Management at Equinix, the global leader in data center and edge services. Anirvan is currently part of Equinix’s next-generation Edge Services group, and his specific areas of focus include Data, IoT and Hybrid/Multi-Cloud. Prior to this role, Anirvan has launched and scaled several products for Equinix, including Equinix Performance Hub and Equinix Data Hub. Before Equinix, Anirvan spent many years in the networking industry, most notably at Cisco Systems, in several product management and technology leadership roles. Outside of work, Anirvan is a dad, a little league coach and a runner. He has an MBA from Santa Clara University and a BS in Electronics Engineering from Jadavpur University, India.

ARIANNE HINDS

Dr. Arianne Hinds is a Principal Architect at CableLabs where she is responsible for the overarching strategy on behalf of CableLabs and its members for immersive media and related technologies. In 2019, she co-founded Immersive Digital Experiences Alliance (IDEA) with the mission to develop an interchange and distribution format for streaming immersive media over commercial networks to drive XR displays and light field panels. She is the Chairman of the Board for IDEA, and as well, currently holds the position of INCITS L3.1 Chairman, for which she is the head of the U.S. delegation of experts for participation in ISO/IEC Moving Picture Experts Group (MPEG). She received her M.Sc. and Ph.D. degrees in Computer Science at the University of Colorado, Boulder in 2000 and 2007 respectively.
ARJUN RAMAMURTHY

Arjun Ramamurthy is currently the SVP of Technology at Twentieth Century Fox. In that capacity, he is responsible for outlining and defining the next generation workflow and technology utilized for Feature and TV post production, Digital Content Processing and downstream Distribution and Digital Archiving.

Arjun has over 25 years of experience in the Post-Production industry, and was previously with Deluxe’s EFILM facility, and prior to that with Warner Bros’. Technical Operations and Feature Animation.

He is an active member of SMPTE, HPA, IEEE, and has contributed on a variety of technical committees, such as the DCI effort, AMPAS’ ACES, and various standards for SMPTE. He holds several patents in the area of Digital Image processing and Media Post Production.

BARBARA MARSHALL

Barbara has spent 25 years in the media & entertainment industry with organizations such as the BBC, Autodesk, Epic Games and now HP. She has led marketing and PR teams both in-house and agency-side, consulted for several start-ups and was also technology editor with Broadcast Magazine in the UK. She has a strong commercial and analytical background, having started her career as a commodity analyst/trader and holds a BSc in Agricultural Economics from University of London.

BENJAMIN BOESER

Ben is leading the Open Innovation Group at Mercedes-Benz R&D North America. His group is embedded in R&D with the mission to accelerate Mercedes-Benz Cars in creating value with partners in North America.

Leveraging partnerships allows his team to bring new technologies to Daimler organizations and accelerate implementation into series production. The group maintains active relationships with the VC and startup community to engage in new C-level technology partnerships aligned with Daimlers R&D needs. Open Innovation benchmarks new chip vendors, builds series production software in their early-stage software team and builds out a new big data solution for battery data. The team aligns with Daimler’s CASE strategy; Connected, Autonomous, Shared & Services and Electrification. His CASE lab team focuses on the ‘Shared & Services’ and ‘Electrification’ pillars of the CASE strategy; which include pilot topics in on-demand vehicle concierge services and mobile charging for electric vehicles.

Ben joined MBRDNA in May 2018 to build up the new Open Innovation initiative. He started his career in 2008 as a Technology Consultant in Zurich at SAP Switzerland, implementing SAP ERP systems for Fortune 500 companies. Since 2012, he works and lives in Silicon Valley. He filled roles on SAP’s ‘Chairman Projects’ group, which incubated projects for SAP’s chairman Hasso Plattner. One example was SAP’s first co-working space - HanaHaus in downtown Palo Alto. In 2013, Ben took over the leadership of a multidisciplinary product team as head of the ‘SAP Tools’ team which delivered multiple DevOps innovations and was responsible for the introduction of GitHub and Slack at SAP globally. In his most recent role before joining MBRDNA, Director of Emerging Products, he had end to end responsibility for SAP’s first blockchain application (Truerec by SAP). He led teams both in the US and in Brisbane, Australia that developed SAP’s most successful machine learning application (SAP Customer Retention). Under his leadership a group of approximately 40 engineers, data scientists, designers and product managers, ideated and productized new applications to launch them into the market.
BOB EICHOLZ

Bob Eicholz is the global Chief Technology Officer for Technicolor’s Production Services companies and leads the strategic technology direction for Production Services worldwide, with a focus on the evolution to the cloud. Mr. Eicholz also leads the Technicolor Production Services Patent Board and Worldwide Content Security Group, and is responsible for ensuring Technicolor is complying with the Trusted Partner Network (TPN) Motion Picture Association of America (MPAA), CDSA, and other applicable standards.

Mr. Eicholz was previously a Senior Vice President at Deluxe Entertainment Services Group, where he led technology and security projects across Deluxe business units globally and chaired both the company’s Technical Architecture Board and Worldwide Security Council.

Mr. Eicholz is known as one of the pioneers in transitioning the film industry from the analog photochemical world to the digital age, having worked in the industry for two decades. In this capacity, Mr. Eicholz served as a Senior Vice President of EFILM (a Deluxe Company), where he helped introduce the technology and workflows now known as “digital intermediate” to the industry.

Mr. Eicholz resides in Hollywood, CA and holds an MBA with Honors in Finance / Technology from UCLA’s Andersen School of Management. In his spare time, Mr. Eicholz is an avid instrument-rated pilot and aircraft owner, with a passion for applying technology to aviation training through immersive experiences.

BUZZ HAYS

Buzz Hays is the Global Lead of Entertainment Industry Solutions for Google Cloud. He is one of the world’s leading authorities on advanced imaging production and technology in VFX, immersive technologies, high frame rate, high dynamic range, and stereoscopic platforms for film, television, and gaming. Previously, Buzz was the Head of Product at Lytro, a Light Field camera systems company. Prior to Lytro, Buzz was SVP of 3D Production for Sony Corporation where he led their worldwide 3D effort in technology research & development as well as in 3D production at Sony Pictures. Buzz has lectured around the world on the subjects of advanced imaging, visual effects and 3D. He is the 2019 and founding Chairman of the Advanced Imaging Society and he is a member of the Producer’s Guild of America and the American Society of Cinematographers Plenoptic Committee.

CHRISTINA LEE STORM

Christina Lee Storm is Vice President of Business Operations, Strategy, and Emerging Technology at DreamWorks Animation. She is Head of the Advanced Creative Technology group, whose goal is to advance DreamWorks IP into new forms of immersive creative content on all platforms using emerging technologies including AR, VR, real-time rendering, virtual production, and motion capture. She has recently produced/executive produced 2 VR projects for DreamWorks “How to Train Your Dragon” franchise. An award-winning producer, Christina has also worked on Oscar-winning films The Artist and Life of Pi, and short documentary Life After Pi.

Christina is on the Board of Governors for Advanced Imaging Society and Executive Committee for Diversity & Inclusion. She has served on the Producers Guild of America’s National Board of Directors and as the guild’s Treasurer. Identifying the importance of supporting women in the area of STEAM, she is part of DreamWorks Animation’s TECHWomen Advisory Committee. Christina balances being mother, wife, and passionate storyteller for all media.
COLIN BENOIT
Colin is a Senior Cinematics Artist at Epic Games. Before joining Epic, he spent 15 years at ILM as a Layout Supervisor working on such films as Iron Man, Rango and Star Wars: The Force Awakens. He has extensive experience in virtual cinematography and virtual production, recently leading the design effort for a virtual camera plugin in UE4 which allows a user to scout and film their scenes using an iPad Pro.

COLLEEN O’HAGAN
Colleen O’Hagan serves as Head of Studio Engineering at RYOT, a subsidiary of Verizon Media, where she oversees the continual advancement and introduction of new technology to their first of its kind 5G Studio. She is dedicated to introducing emerging immersive and real time technologies to this production facility to further drive the future of content creation and delivery. The results invite audiences to become not just content consumers, but a part of the storytelling experience. Prior to her time at RYOT, Colleen gained her experience in storytelling serving as Lead Technical Director at DreamWorks Animation developing new technology to bring the familiar world of How To Train Your Dragon 3 into a one of unprecedented size and wonder for the final installment of the trilogy. Her previous credits also include Puss In Boots, Turbo, How To Train Your Dragon 2 and Kung Fu Panda 3.

DAVE WARD
Dave is Chief Architect at Cisco Systems, responsible for architectural governance, defining strategy, development of new technology and leading use-inspired research. Working via tight partnerships with customers, partners, developers and academia he is also leading co-development and co-innovation initiatives. He has been the Routing Area Director at the IETF and chair of four Working Groups: IS-IS, HIP, BFD and Softwires and worked with the ITU-T, ONF and several Open Source consortia. David was also a Juniper Fellow and Chief Architect working on the operating system and next-generation routing systems. Dave has a small vineyard in the Santa Cruz Mountains, an heirloom tomato farm along the St. Croix River in Somerset, Wisconsin.

DAVID BENSON
David is one of the Media & Entertainment industry’s most innovative technologists and foremost cloud experts. He has spent more than 20 years on the cutting-edge, developing groundbreaking technology solutions. He created numerous transformative data, cloud and workflow solutions for film studios, television networks, digital content developers and distributors, including Deluxe, Sony Pictures Television, Sony New Media Services, Moviela, and Final Draft. He has held senior technology executive positions at several post-production companies, including leading Technicolor’s R&D division and serving as CTO of Sample Digital and Secure Path. In 2010 he founded DSB Consulting, which initially incubated the BeBop platform and is now integrated as BeBop Managed Services.
ERIC CARNEY

Eric Carney is a three-time Emmy Award winning VFX Supervisor for Game of Thrones and one of the Co-Founders of The Third Floor previs studio. Eric has worked for the past 5 seasons on the hit HBO show as a VFX and Previs Supervisor, working with the directors and producers to plan and execute the complex filming of the innovated VFX heavy sequences.

Eric studied filmmaking, cinematography and animation at NYU Film School. Eric has worked for the past 10 years as a Previs supervisor on everything from small commercials to large VFX driven features. In that role Eric has worked with directors to interrupt and realize their vision. Eric has worked on several motion capture and virtual production feature films in the past 10 years. Eric works to incorporate these new technologies and workflows on all projects he works on.

ERIC DEHAVEN

Eric DeHaven is a Director, Senior Visual Effects Supervisor, and Lead Colorist for LOGAN Media with over 25 years of experience in the motion picture and advertising industry. Logan Media is a creative design, production, and visual effects studio with offices in Los Angeles, CA. and New York City. Eric's specialty is in highly technical production and post, from complex shoots and detailed product photography to extreme quality 3D rendering at high frame rate, high resolution, and high dynamic range. Eric has helped design and build out high bandwidth shared storage solutions to power Logan studios client facing realtime suites for color and post with an emphasis on extreme frame rates and resolutions pushing the limits of today's technology.

ERIC IVERSON

Eric Iverson is the Chief Information Officer (CIO) at leading entertainment and sports agency Creative Artists Agency (CAA). Iverson is based in the Los Angeles office and oversees the Information Technology department. His responsibilities include IT technology support, cybersecurity, data analytics engineering, application solutions, and digital media solutions. Prior to joining CAA in 2016, Iverson spent more than 17 years as CIO at Sony Pictures Television where he was responsible for the global systems portfolio and led strategic technology change initiatives for television production, distribution, and network channels. He graduated from Pepperdine University with a degree in music composition.

ERIC KLASSEN

Eric Klassen is an Executive Producer for CableLabs’ award winning film series, The Near Future. Eric also works hands-on in emerging media technologies including: Artificial Intelligent (AI) Agents, Natural Language Processing, and Immersive Video Experiences. He taught New Media Production at The University of Southern California and is co-founder of Skate Pass, an educational company operating worldwide and named in Trend Hunter's ‘Most Innovative Educational Companies.
ETHAN PECK
Ethan Peck who stars as Spock in the CBS All Access *Star Trek: Discovery* lands at *ET: On The Bay* to discuss the shocking *Star Trek: Discovery* season two finale that thrust the show and the crew 930 years into the future, now charting new and daring territory in a galactic time hole. With footage from the show, Ethan will give us behind-the-scenes secrets and take us inside the story-telling process. We’ll explore the global phenomenal that is *Star Trek: Discovery* and how it has made Ethan and his co-stars international celebrities. The grandson of Hollywood legend Gregory Peck, Ethan will also discuss his own road to fame from child actor, to model, to countless roles in theater, television and film, and now how feels to be putting his own unique spin on the iconic *Star Trek* character of Doctor Spock.

GARY RADBURN
Gary Radburn is the Director of VR/AR globally at Dell Inc. As part of his role, he manages the team charged with developing and delivering VR/AR technology, works closely with Dell customers on VR/AR deployments and founded Dell’s VR Centers of Excellence with locations around the world for businesses and consumers to experience and learn more about VR in the real world. With more than 27 years of experience in the technology industry, ranging from Engineering to Sales and Marketing, Gary has had experience across all aspects of designing successful products and solutions and bringing them to market. He has worked for companies such as Digital Equipment, 3Com and, for the past 16 years at Dell. Originating from the UK, where he managed the OptiPlex client business for EMEA, he went on to lead the Workstation Solutions team in the US and then championed graphics virtualization for engineering applications. This has now progressed into other domains and with the fast adoption of VR and AR solutions, Gary has taken the helm for driving this exciting new area of business.

GERALD TIU
Gerald Tiu is Director of Media and Entertainment for Microsoft Azure focusing on Content Creation. He has spent most of his career working in the Visual Effects and Animation industry building production tools for companies such as Pixar, ILM and Disney’s ImageMovers Digital. His cloud journey began at Amazon Web Services as a Professional Services Consultant working in large fortune 500 companies to build out fully functioning application clusters with minimal code. Gerald has spent the last 4 years at Microsoft following his passion in working to enable the best content creation platform for Media and Entertainment companies.

GLENN GAINOR
Hollywood Film Producer, head of physical production for Sony Pictures Screen Gems and President of Innovation Studios, Sony Entertainment & Technology. He has managed and overseen the motion pictures at Screen Gems since joining the company in 2007 including “Burlesque”, “Friends with Benefits” “Think Like A Man” etc. He has made a number of innovations in movie production, such as making efforts to produce eco-friendly movies with minimal impact to the environment and adopting new techniques for shooting techniques.
GUIDO MEARDI

Guido is CEO and co-founder of V-Nova, the UK technology company that is revolutionizing digital services with PERSEUS, a family of novel compression formats providing unprecedented step-change improvements in the quality, reliability and cost-efficiency of digital image and video services, bridging the gap between demand and clogged data networks.

Former senior Partner at McKinsey, where he was head of the Organization and Operations Practices of the Mediterranean Complex, Guido has a breadth of business experience and access to senior executives in a variety of industries and geographies, with well-established experience in telecoms, technology, healthcare, insurance, aerospace and defence. He led transformational projects in all continents and was instrumental in setting some of McKinsey’s own innovation-related business building activities.

Guido is also a serial entrepreneur and angel investor, with many previous business ventures and half a dozen exits. Having retained his engineering expertise, he contributed to the foundational development work for PERSEUS and is joint inventor of a number of essential aspects of the technology as well as of several of its latest developments, with over 200 patents co-authored and filed.

Guido holds an MBA from MIT Sloan, where he was a Siebel scholar, and a M.Sc. in Computer Engineering from Politecnico di Milano, where he was an Intel scholar, and University of Texas at Austin.

JAMES AQUILINA

James M. Aquilina is the President of AON Cyber Solutions at Stroz Friedberg, having formerly led the firm’s global Digital Forensics practice, the West Coast Region, and the firm’s flagship Los Angeles office. In addition to overall leadership of the firm, he personally supervises numerous digital forensic, Internet investigative, and electronic discovery assignments for government agencies, major law firms, and corporate management and information systems departments in criminal, civil, regulatory and internal corporate matters. These matters include: data breach, e-forgery, wiping, mass deletion and other forms of spoliation, leaks of confidential information, computer-enabled theft of trade secrets, and illegal electronic surveillance. Mr. Aquilina also has led the development of the Stroz Friedberg Online Fraud and Abuse practice, regularly consulting on the technical and strategic aspects of protecting computer networks from spyware and other invasive software, malware and malicious code, online fraud, and other forms of illicit Internet activity. Prior to joining Stroz Friedberg, Mr. Aquilina was an Assistant U.S. Attorney (AUSA) in the Criminal Division of the U.S. Attorney’s Office for the Central District of California, where he served in the Cyber and Intellectual Property Crimes Section. He also served on the Los Angeles Electronic Crimes Task Force, and as chair of the Computer Intrusion Working Group, an inter-agency cyber-crime response organization. As an AUSA, Mr. Aquilina conducted and supervised investigations and prosecutions of computer intrusions, denial of service attacks, Internet fraud, copyright infringement, and he brought the first U.S. prosecution of a malicious botnet actor. Mr. Aquilina also served in the Major Frauds and Terrorism/Organized Crime Sections, and in the wake of the September 11, 2001 attacks, helped establish and run the Legal Section of the FBI’s Emergency Operations Center. Before public service, he was an associate at the law firm Richards, Spears, Kibbe & Orbe and served as federal judicial law clerk to the Hon. Irma E. Gonzalez, U.S. District Judge for the Central District of California. He currently serves as an Honorary Council Member on cyber-law issues for the International Council of E-Commerce Consultants (EC-Council), and is a member of Working Group 1 of the Sedona Conference, the International Association of Privacy Professionals, and the Los Angeles County Bar Association, among others. He also serves on the Board of the Constitutional Rights Foundation, a non-profit organization helping young people understand civics. Books: Co-author of “Malware Forensics: Investigating and Analyzing Malicious Code,” “Malware Forensics Windows Field Guide” and “Malware Forensics Linux Field Guide,” all three published by Syngress Publishing, an imprint of Elsevier.
SPEAKERS

JAMES WILSON
James leads engineering and product for IBM Aspera SAAS and private cloud offerings, including IBM Aspera on Cloud, a leading SAAS that delivers rich collaboration, delivery, automation, monitoring, and advanced infrastructure administration capabilities to the world’s largest content producers. His technical expertise includes scalable containerized microservice-based systems, multicloud architecture, systems engineering, networking, and continuous delivery. Most recently, he has been working with content production and delivery professionals on the Digital Asset Trust Network initiative, a framework built on blockchain designed to improve trust in cloud-based workflows for high value media. Outside of work, James enjoys mentoring youth in pursuing STEM careers and collecting vintage computers.

JEAN CLAUDE KALACHE
Jean-Claude Kalache joined Pixar Animation Studios in December 1996. He has worked on a number of Pixar’s feature and short projects including the Academy Award®-winning short film “Geri’s Game.” A keen interest in photography and architecture inspired Kalache’s dynamic lighting work on a number of feature film productions, including “A Bug’s Life,” “Toy Story 2,” and “Monsters, Inc.” Kalache served as the director of photography for the Golden Globe®-winning feature film, “Cars,” Academy Award® and Golden Globe®-winning Animated Feature Film “Up,” and BAFTA® nominated “Monsters University.”

Kalache most recently completed working as director of photography in lighting for Disney•Pixar’s latest feature film “Toy Story 4,” set to release June 21, 2019.

Kalache attended Texas A&M University in College Station, Texas, and studied architecture and visualization sciences. He is a native of Beirut, Lebanon, and currently resides in San Anselmo, California.

JEFF MARQUEZ
Jeff is Google’s Transactional Video on Demand business owner and is responsible for driving global user adoption and revenue growth. Before joining Google, Jeff was the Head of Consumer Engagement for AT&T/ DIRECTV and worked in sales and marketing at NBCUniversal in home entertainment physical and digital distribution. He is an expert in the home entertainment ecosystem with extensive experience working on both sides of the content creator/ distribution relationship.
JILL BOYCE
Jill M. Boyce is Intel Fellow and Chief Media Architect at Intel, responsible for defining media architectures for Intel’s video hardware designs. She represents Intel at the Joint Collaborative Team on Video Coding (JCT-VC) and Joint Video Exploration Team (JVET) of ITU-T SG16 and ISO/IEC MPEG. She serves as Associate Rapporteur of ITU-T VCEG, is an editor of the MPEG-I MIV Immersive Video draft standard, and was an editor of the Scalability High Efficiency Video Coding extension (SHVC). She is an IEEE Fellow.

She received a B.S. in Electrical Engineering from the University of Kansas in 1988 and an M.S.E. in Electrical Engineering from Princeton University in 1990. She was formerly Director of Algorithms at Vidyo, Inc. where she led video and audio coding and processing algorithm development. She was formerly VP of Research and Innovation Princeton for Technicolor, formerly Thomson. She was formerly with Lucent Technologies Bell Labs, AT&T Labs, and Hitachi America. She was Associate Editor from 2006 to 2010 of IEEE Transactions on Circuits and Systems for Video Technology. She is the inventor of more than 150 granted U.S. patents, and has published more than 40 papers in peer-reviewed conferences and journals.

JIM HELMAN
Jim Helman serves as CTO at Movielabs, a technology joint venture of the six major Hollywood studios, where he oversees a range of projects to develop technologies, systems and formats to transform digital entertainment and distribution. Jim leads Movielabs’ initiatives in high dynamic range video and security, as well as having led the design and engineering of the Entertainment Identifier Registry (EIDR). Prior to joining Movielabs, Jim was chief software architect at Liberate Technologies, where he oversaw the design of a platform for interactive cable services. Before Liberate, Jim worked at Silicon Graphics on real-time 3D graphics systems for VR, visual simulation, and klcation-based entertainment. Jim has Ph.D. and MS, degrees in Applied Physics from Stanford University and a BA in Physics and Math from Washington University.

JOHN MOON
John Moon is Managing Director, Strategic Partnerships at Honda Innovations. He manages Honda Developer Studio, where they explore the integration of Honda vehicles and products with apps and services from startups to established partners. Before joining Honda, John worked in a variety of industries including mobile software development with HTC, near field communications (NFC) chip manufacturing with Kovio, video game middleware with Scaleform, interactive advertising with kissd and credit card security with 5PEG SECURITY. His leadership guided these companies to deliver on the full potential of their technology projects. John received his BS in Cognitive Science from University of California, Los Angeles.
JOHN PENNEY

John Penney is Executive Vice President, Consumer Business Development and Strategic Partnerships, responsible for identifying new business initiatives for 20th Century Fox. He focuses on accelerating the development and delivery of Fox’s intellectual property across content, distribution, new technology and consumer channels. Penney also leads expansion efforts in international markets. John serves on the Executive Board of the Consumer Technology Association which is responsible for staging CES, the annual innovation show in Las Vegas. He has held senior executive positions with Starz, IMG, HBO, Scient, and Viacom. John also spent seven years on Wall Street as equity research and corporate finance analyst.

JON KARAFIN

Jon Karafin has dedicated his career to innovation in live action cinema, VFX post-production, and light field technology- transforming bleeding-edge concepts into market ready solutions. As CEO of Light Field Lab, he applies this expertise to the development of a next-generation holographic technology.

Karafin has an extensive background in light field and visual effects technology, having previously held executive roles at Lytro, RealD and Digital Domain. During his tenure, he was responsible for ushering in a new era of cinematic capture through the launch of Lytro Cinema, as well as delivering technology and content for many of the all-time highest grossing feature films, including Peter Jackson’s The Hobbit, Michael Bay’s Transformers 3, and Tim Burton’s Alice in Wonderland.

Karafin holds multiple graduate degrees from the Rochester Institute of Technology (RIT), as well as BFAs in multiple fields from Ithaca College.

KEITH GRAHAM

Keith is chair of the San Francisco section of SMPTE (Society of Motion Picture & Television Engineers). A seasoned broadcast professional, Keith I. Graham draws on more than 35 years operational and management experience with some of the top European broadcasters including the BBC and Thames Television. He also has more than 20 years experience in systems design globally. As a consultant Keith advises on a broad spectrum of workflow and technology related scenarios, providing thought leadership to clients at all levels. He applies systems analysis and due diligence skills that result in problem-solving solutions, matching the client’s technical requirements to a resolution that best suits their needs and budgets. He keeps abreast of new technology to identify applications for wide ranging solutions and clients. He holds a B.S. degree in communications engineering from the University of Plymouth in England and is a member of SMPTE, the Society of Broadcast Engineering (SBE), and the Royal Television Society (RTS).
LES OTTOLENGHI
Les currently serves as the Executive Vice President & Chief Information Officer for Caesars Entertainment Corporation and reports directly to the President and Chief Executive Officer. Les is charged with shaping and implementing the technology agenda across all Caesars’ company platforms. In just over a year, Les completely transformed the IT infrastructure and shifted the company to a digital business by developing a comprehensive IT roadmap that includes modernization, cybersecurity, innovation, and governance initiatives. Les is leading a team that will streamline the company’s 650 IT systems down to 85, migrate to a secure cloud platform, and refactor the IT service delivery model to lean and agile processes. Additionally, Les has personally cultivated C-level relationships with Microsoft, AWS, Google, Salesforce, Oculus, Oracle & Adobe and built inaugural partnerships with three of the top 10 technology accelerators to drive industry innovation and disruption.

Les has been lauded by top executives at many of the world’s most respected technology companies including HP, Microsoft, Google, Dell & Cisco and earned the distinction of CIO 100 award-winner (IDG Communications), CIO of the Year for Gaming & Hospitality (Cox & Greenspun Media), and Top 50 CIO by CIO Magazine.

Les holds an MBA in Decision Information Analysis from Emory University’s Goizueta School of Business where he received the Robert W. Woodruff Scholarship, the highest award granted by the business school. Les received his undergraduate degree from Duke University. He has served as an adjunct professor and lecturer at the Goizueta School of Business as well as Troy State College.

MADUKER BUDAGAVI
Dr. Madhukar Budagavi is a Senior Director of Multimedia R&D in the Standards and Mobility Innovation Lab at Samsung Research America. His team is actively involved in multimedia standardization related to content creation, coding, delivery, devices, and industry alliances in standards bodies such as MPEG, 3GPP, ATSC, CTA, SMPTE, and UHD Alliance. The technologies and standards developed by the team have influenced multiple generations of Samsung TVs and Mobile phones. Most recently, the team has been focusing on next-gen volumetric video compression, processing, and delivery for 5G. Dr. Budagavi has co-authored 40+ book chapters and technical papers, and 60+ granted patents related to multimedia compression, processing and streaming. He is a co-editor of the Springer book on High Efficiency Video Coding (HEVC): Algorithms and Architectures published in 2014. He was an active participant in the JCT-VC committee of ITU-T and ISO/IEC standards body during the development of HEVC, which received a Primetime Emmy Engineering Award. Dr. Budagavi is a co-chair of the MPEG Point Cloud Compression AHG.

MARK TURNER
Mark Turner is President, Entertainment Technologists Inc, a boutique consulting and investment firm helping companies navigate the changes ahead. Mark was formerly Co-Founder & COO of Ryff – an innovative start-up using real-time graphics to modify video as its broadcast. Prior to Ryff, Mark worked for Technicolor Corporate Development & Strategy running Cloud Production, Game Engine, VR, AR and Technology Licensing. Over a 23 year career Mark has also held positions with Dolby Laboratories, Microsoft, BT Media & Broadcast and Eutelsat.
MATT MCCLURE
Matthew is a co-founder and Head of Technology & Community at Mux, a startup building online video infrastructure that engineers love. He’s also the organizer/founder of the Demuxed conference and SF Video Technology and a core contributor/developer on the video.js project. Finally, Matt confesses to be a perfectly mediocre cook.

MICHELLE MUNSON
Michelle Munson is the co-founder and CEO of Eluvio, a new Berkeley-based start-up creating new software technologies for a content-centric Internet focused on scalability, content protection, and native commerce. She previously founded East Bay software company Aspera in 2004 and led the company as CEO until May 2017, including through acquisition by IBM in 2014. She and co-founder Serban Simu created the Aspera FASP™ transport technology, an Emmy-award winning technology used throughout the digital media supply chain for high-speed low cost secure digital content transport, replacing satellite and traditional tape based delivery technologies. Michelle holds several patents and is a frequent speaker in the areas of content networking, machine learning, block chain and cloud infrastructure. She was the 2016 Charles Swartz awardee and is a SMPTE Fellow. Michelle has dual B.Sc. degrees in Electrical Engineering and in Physics from Kansas State University and was a Goldwater Scholar for achievement in Science and Mathematics, and later a Fulbright Scholar at Cambridge University where she received a postgraduate Diploma in Computer Science. In 2016 she was named the IABM Woman Entrepreneur of the Year and N NewsCheck Woman of the Year, and she was named one of the Most Influential Women in Business by the SF Business Times in 2017. She was the 2006 KSU College of Engineering Alumni Fellow (the youngest recipient ever), and is an active trustee for the National 4-H Council and 2017 4-H Luminary for her leadership with youth.

MIKE DEVALUE
Michael De Value is Director of Technology Standards & Strategy at the Walt Disney Studios where he provides oversight and strategy for all standards efforts across the studio, including those related to the deployment of new technologies, such as 3D and High Dynamic Range (HDR), He has been an active participant in SMPTE since 2008, having chaired or co-chaired several standards groups within SMPTE. He is a current member of the Board of Governors and served as a SMPTE Education Director from 2014-2016, In addition to his standards work at SMPTE, Michael has served as the Chair of the DCI Technical Committee and served as the Chairman of the Advanced Imaging Society. He is also a member of the Board of Directors of the Blu-ray Disc Association, where he has chaired several technical committees and acted as liaison to MPEG, HDM Forum and the CTA.
PAM ALLISON

Pam Allison is the Executive Director of Digital Partnerships at Warner Bros. Technology. She develops partnerships with leading technology companies to build proofs of concepts that explore how Warner Bros. can commercialize technologies in the future. Currently, her key focus is on autonomous and connected cars, and 5G.

Prior to her role at Warner Bros., Pam served as the Director of Digital Products at the National Hot Rod Association (NHRA), where she led the strategy and development of the new NHRA.com and managed the NHRA All Access OTT SVOD streaming service and mobile strategy for all mobile games, virtual reality experiences and events. Prior to the NHRA, she managed digital media and mobile business strategy and development at the Disney New Technology Strategy Group, DIRECTV, and Movielink. Her consulting clients have included Disney, the University of Southern California, Esri, a GIS software platform and location-aware data company, and others. She launched a startup called MeowWoofChirp, which was a social network for pets.

Pam holds bachelor’s degrees in Management Engineering from Claremont McKenna College and Mechanical Engineering from Columbia University, as well as a masters degree in Computer Science and an MBA from UCLA.

PAT GRIFFIS

As Technology Vice President in the CTO Office at Dolby, Patrick Griffis is charged with helping define future technology strategy for the company which includes identifying and tracking key technical trends, performing technical due diligence, and supporting advanced technology initiatives for the company. He has been an active company spokesperson on the topic of next generation imaging and in particular, "better pixels" - a term he coined for High Dynamic Range plus Wide Color Gamut. Before joining Dolby, Pat spent 10 years at Microsoft leading global digital media standards strategy, including adoption of the Digital Living Network Alliance as a baseline media sharing standard in Windows 7 and standardization of Windows Media Video technology as an international SMPTE standard. Prior to Microsoft, Pat spent 15 years at Panasonic in senior management positions, including Vice President of Strategic Product Development at Panasonic Broadcast where he drove Panasonic's HDN strategy for the US. Pat started his career at RCA, earning eight patents in TV product design. He has served two terms as President of the IEEE Consumer Electronics Society. A SMPTE Fellow, he serves as SMPTE Executive Vice President. He also serves on the Board of the Ultra-HD Forum as Vice President and is Dolby's Board representative in the UHD Alliance. Pat is an invited member of the IBC Council, an industry executive advisory group for IBC Conference as well as the Academy of Digital TV Pioneers. Pat holds a BSEE degree from Tufts University and an MSEE from Purdue University.
PHIL PASTOHOV
Phil is a long-time expert at cameras in the sky, from helicopter to drone, and is known for action/adventure oriented projects including the *Lord of the Rings* franchise, *Bumblebee*, and *Ant-Man and the Wasp*. He has utilized drones for projects including *SEAL Team* and *S.W.A.T* on CBS and the upcoming Disney live-action film, *Mulan*.

RAMY KATRIB
Ramy Katrib is Founder and CEO of DigitalFilm Tree (DFT), an award winning post-production and software development company. Over 17 years ago, DFT was the first to pioneer file-based workflows on projects like Cold Mountain and Scrubs industry. Today DFT is the leading provider of cloud-based post services and solutions for media and entertainment industry. Past clients include CBS, ABC, HBO, Turner Studios, A&E, Warner Bros. and Netflix. Software development clients include Pixar, The Simpsons, Modern FrrHy, and Turner Studios.

RICH BERGER
Richard Berger is CEO of Movielabs where he oversees technology initiatives on behalf of the major studios. Rich joined Movielabs with over 20 years of experience in digital innovation, and more than a decade leading new media and technology efforts at Sony Pictures Entertainment, most recently as SVP of Worldwide Digital Strategy & Advanced Platforms, where he built a reputation for innovation, particularly around emerging digital platforms and formats such as Ultra Violet, Movies Anywhere and UHD (4K-HDR). Other roles Rich held at Sony include SVP New Media & Technology where he was responsible for establishing digital policy across all Sony Pictures digital distribution businesses. He also was one of the original founders of Ultra Violet and helped launch the DECE consortium. Rich has also worked in the Sony Digital Entertainment department and the office of the CTO at Sony Corporation of America, responsible for digital media strategy and anti-piracy efforts. In addition, he has worked in Sony’s Interactive Services Group and Sony Music Entertainment’s New Media Department where he developed Sony Music’s first Enhanced CDs.

RICK CHAMPAGNE
Rick Champagne heads up Global Media & Entertainment Industry Strategy and Marketing for NVIDIA. In this role, Rick works closely with customers and industry partners within the Film, TV, Broadcast, and Advertising industries. As a member of the Visual Effects Society (VES), a Board Member of the Advanced Imaging Society, and a member of the Hollywood Professional Association (HPA), Rick maintains close ties with industry in the pursuit of advancing new technologies, as well as developing its awareness and adoption within the Media & Entertainment industry. With a long history of managing products such as the Autodesk 3ds Max and Maya Entertainment Creation Suites, Softimage, Mud box, and Painter, Rick has been in the service of Artists, Filmmakers, and other Creative Professionals working in Animation, VFX, Virtual Production, Post-Production, and Design & Illustration for over two decades. Rick holds a Master’s in Business Administration and spends much of his personal time in his technological and creative pursuits.
RYAN MCCOY
Senior Visualization Supervisor Ryan McCoy has been with Halon since 2005. His introduction to Previs was on X-Men: The Last Stand before taking on sequence design for Evan Almighty and Terminator Salvation. Ryan's versatility in the field has made him an instrumental partner for a number of Halon's remote shows including The Spiderwick Chronicles in Montreal, Indiana Jones and the Kingdom of the Crystal Skull in Minnesota, Connecticut and Hawaii, and Gamer in New Mexico—all of which led to two years Supervising both the Previs and Postvis teams in Los Angeles, Prague, and Skywalker Ranch on Red Tails. Ryan's Halon credits include Cosmos: A Spacetime Odyssey, 300: Rise of an Empire, The Hunger Games: Mockingjay – Part 2, Deepwater Horizon, Pacific Rim: Uprising, The Meg, Aquaman, and the latest installment of the X-Men franchise, Dark Phoenix. In 2019 he was nominated for a VES Award in Outstanding Virtual Cinematography in a Photoreal Project: Aquaman - Third Act Battle Sequence.

SCOTT CONNOLLY
Creative technologist, Scott Connolly, has a strong focus on empowering creative visions by developing content and technology workflows. As one of the founding partners of the creative production technology company, The Astronauts Guild, he has been responsible for curating the visions of many high profile projects such as: Elton John's VR project “Farewell Yellow Brick Road: The Legacy”, The 20K super-resolution project “Halo” at Mercedes Benz Stadium in Atlanta, The Facebook VR project “Together” directed by Terrence Malick and the stereoscopic television series “From The Basement”, as well as immersive and branded content for The Golden State Warriors, Kawasaki Motorcycles, Jeep, Chevy, VW, and Ferrari.

SCOTT MANTZ
Recipient of the ICG Publicists Guild Press Award (honoring outstanding entertainment journalism), Scott “Movie” Mantz is the co-Founder of the LA Online Film Critics Society, and from 2000 to 2018, he was the resident Film Critic and 5-time Emmy-nominated Film Segment Producer for “Access Hollywood” and “Access Hollywood Live.” He is also a longtime member of both the Producers Guild of America and the Broadcast Film Critics Association.

Recently, Mantz hosted the weekly film shows “Movie Review Talk” and “For Your Consideration” for Collider, and he co-hosted the Facebook Watch film series “You Know That Scene” for Focus Features.

In 2017 and 2018, Mantz hosted the Official Golden Globes Red Carpet Preshow for the Hollywood Foreign Press Association, and he moderated highly-viewed Facebook Live press events for blockbusters like “Incredibles 2,” “Spider-Man: Homecoming,” ”Beauty and the Beast” and “Blade Runner 2049.” He is also the host and instructor of “Star Trek: Inspiring Culture and Technology,” an online course produced by the Smithsonian Institute.

All year long, Mantz is an in-demand moderator of panels, press conferences and post-screening Q&A sessions with filmmakers and acting talent, particularly during Awards Season. This past season, he moderated numerous Q&As for many Oscar-winning films, most notably “Green Book,” ”Bohemian Rhapsody,” ”Spider-Man: Into the Spider-Verse” and “Free Solo.” Mantz is also the regular host of in-theater programming for Fathom Events.

During his tenure with “Access Hollywood,” Mantz orchestrated the show’s coverage of all things film, including red carpet premiers, press junkets, set visits and film festivals (Sundance, Toronto, SXSW, Telluride, and Cannes). His on-camera movie reviews also appeared on various national platforms, including the monitors at gas-pumps, supermarkets, and taxicabs.

Over the years, Mantz has been a regular contributor of reviews and film commentary for “The TODAY Show,” Headline News, CNN, National Public Radio, KNBC-Channel 4, KTLA-Channel 5, KTTV-Channel 11 and the PBS movie review series ”Just Seen It.
SUNIL BHARITKAR

Sunil Bharitkar received his Ph.D in Electrical Engineering (minor in Mathematics) from the University of Southern California (USC) in 2004 and is presently the speech/audio research Distinguished Technologist at HP Labs. He is involved in research in array signal processing, speech/audio analysis and processing, biometric/biomedical signal processing, & machine learning. From 2011-2016 he was the Director of Audio Technology at Dolby leading/guiding research in audio, signal processing, haptics, machine learning, hearing augmentation, & standardization activities at ITU, SMPTE, AES. He co-founded the company Audyssey Labs in 2002 where he was VP/Research responsible for inventing new technologies which were licensed to companies including IMAX, Denon, Audi, Sharp, etc. He also taught in the Department of Electrical Engineering at USC. Sunil has published over 50 technical papers and has over 20 patents in the area of signal processing applied to acoustics, neural networks and pattern recognition. and a textbook (Immersive Audio Signal Processing) from Springer-Verlag. He is a Senior Member of the IEEE, member of the ILB of the IEEE Systems, Man, & Cybernetics Society, the Acoustical Soc. of America (ASA), European Association for Signal and Image Processing (EURASIP), and the Audio Eng. Soc. (AES).

THOMAS COUGHLIN

Tom Coughlin is a widely respected digital storage analyst as well as business and technology consultant. He has over 35 years in the data storage industry with multiple engineering and management positions at high profile companies. Dr. Coughlin has many publications and six patents to his credit. Tom is also the author of Digital Storage in Consumer Electronics: The Essential Guide, which was published by Newnes Press. Coughlin Associates provides market and technology analysis as well as Data Storage Technical and Business Consulting services. Tom publishes the Digital Storage Technology Newsletter, the Media and Entertainment Storage Report, the Emerging Non-Volatile Memory Report and other industry reports. Tom is also a regular contributor on digital storage for Forbes.com and other blogs. Tom is active with SMPTE, SNIA, the IEEE. Tom is the founder and organizer of the Annual Storage Visions Conference (www.storagevisions.com), a partner to the ICEE as well as the Creative Storage Conference (www.creativestorage.org). He is the general chairman of the annual Flash Memory Summit. He is a Senior member of the IEEE, Leader in the Gerson Lehrman Group Councils of Advisors and a member of the Consultants Network of Silicon Valley (CNSV). For more information on Tom Coughlin and his publications, go to www.tomcoughlin.com.

TIM CARROLL

Tim Carroll is Senior Director Technology. Sound Group in the Office of the CTO at Dolby Laboratories. Prior to this. he was CTO of the Tekls Alliance. comprising Telos. Omnia, 25-Seven Systems, Axia, Minnetonka Audio, and Linear Acoustic, a company he founded. Previously, Tim worked for Dolby Laboratories in New York mastering films and DVDs, moving to San Francisco to manage the development of professional broadcast products for Dolby Digital (AC-3), Dolby E, and metadata. He has been honored with several Prime Time, Technology and Engineering, and Sports Emmy Awards for his work with Dolby E, television Audio Processing, and the Beijing, Vancouver, and London Olympic games. He is a member of AES, ASA, IEEE, SBE, and SMPTE, and is an active participant in the work of the ATSC. He holds multiple patents in the field of television audio and data processing and currently resides with his patient wife and family in Northern California.
VIVEK KUMAR
Vivek Kumar is Director, Applied AI at Dolby Laboratories where he leads a team of researchers and developers focused on creating technology based on Deep Learning for speech and Audio. He is also responsible for understanding the implications of recent advances and developing an AI strategy for Dolby. The team he previously led was responsible for the development of DD+, Dolby True HD and Dolby Atmos for Home, the next-generation audio and surround sound technologies for which Dolby is widely recognized.

WALT HUSAK
Walt Husak began his career carrying out video objective measurements and radio frequency multipath testing of high definition television systems proposed for the Advanced Television Systems Committee standard. He worked on issues related to global HDTV deployments, including video compression, digital television RF transmission, and overcoming multipath signals in urban and rural environments. Husak joined Dolby in 2000 as a member of the chief technology officer’s office working on video compression and imaging systems for digital cinema and digital television. He has managed or executed visual quality tests for Digital Cinema Initiatives, ATSC, Dolby, and Moving Picture Experts Group, with a current focus on HDR. Husak has authored articles and papers for major industry publications and holds several patents. He was also a member of two teams that received Emmy Awards. Husak currently co-chairs the Joint Photographic Experts Group Requirements Group and is the chair of the USNB for JPEG.

WENDY AYLSWORTH
A SMPTE Fellow and past president, Wendy Aylsworth has spent 28 years in entertainment technology, focusing on bringing emerging technologies into production and distribution usage. Her work has included introducing NextGen technologies to television and movie theaters, standardizing D-Cinema in SMPTE and ISO, and animation. Wendy provides entertainment technology consulting and strategic board guidance for entities focused on emerging ecosystems and nascent technologies. Wendy is currently President of UltraViolet. Wendy is a Board member of Qube Cinema Inc. and the HPA. She is a technical advisor to SyncOnSet and chairs the Academy of Motion Picture Arts & Sciences Technology Research Initiatives Subcommittee.