

EXHIBIT 1

David Crane

Curriculum Vitae

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EMPLOYMENT HISTORY

- October, 2009 to Present **FOUNDER AND CHIEF TECHNOLOGY OFFICER, APPSTAR GAMES, INC.**
Having sold his interest in Skyworks Interactive, David co-founded AppStar Games to develop an IOS technology base to allow for rapid deployment of games to the iPhone and iPad. In the process the company produced a small number of games to demonstrate the technology. One such title: "The Iron Horse" was available for the iPad in Apple's App Store at its launch.
- December, 1995 to September, 2009 **FOUNDER AND CHIEF TECHNOLOGY OFFICER, SKYWORKS INTERACTIVE, INC.**
Acquisition and management of any technology that impacts the development of interactive entertainment. Also programming and/or design of over one third of the Advergimes under license agreements to Skyworks' clients.
- December, 1988 to September, 1995 **VICE PRESIDENT, ADVANCED RESEARCH AND DEVELOPMENT, ABSOLUTE ENTERTAINMENT.** As V. P., Advanced Research and Development, kept abreast of the latest technologies as they applied to Interactive Entertainment. As an award winning game designer, time was also spent designing and/or managing the development of products, implementing solutions to unique technical problems, and satisfying the needs of licensors.
- September, 1987 to December, 1988 **DIRECTOR OF TECHNOLOGY, HASBRO ELECTRONICS.** Participated in the creation and engineering of the first consumer Interactive Video Player (known as the Nemo or Isix device). Designed a portion of a custom video display integrated circuit. Served as technology expert for parent company Hasbro Toys.
- October, 1979 to April, 1987 **FOUNDER AND SENIOR GAME DESIGNER, ACTIVISION INC.** Founder of the first third-party video game cartridge publisher. Built a product line which took the company from start-up to over \$200 million in three years. Designed and programmed many award winning games, including Pitfall! which earned the company over \$50 million in wholesale revenues.
- September, 1977 to September, 1979 **VIDEO GAME DESIGNER, ATARI INC.** Designed early video game cartridges for Atari's 2600 Video Computer System. Developed display techniques which exceeded the expectations of the system's designers. Accounted for \$15 million of the company's 1978 revenues.
- June, 1975 to September, 1977 **ASSOCIATE ENGINEER, NATIONAL SEMICONDUCTOR.** Worked in the Linear Integrated Circuit design group developing analog and analog to digital circuits. Designed a custom, microprocessor based circuit tester which automated the analysis of IC's at the engineering level.

PROFESSIONAL ACHIEVEMENTS

- 1975 to Present
- Designed or co-designed more than 80 entertainment products
 - Product revenues in excess of \$400 million retail
 - Dozens of industry awards, including Designer of the Year, Parent's Choice, and prestigious 2003 Game Developer Choice Award for contribution to the field.
 - Recipient of the inaugural AIAS Pioneer Award.
 - Several games with unit sales over 1,000,000
 - Profiled in national press, including Forbes and Newsweek
 - Pitfall! game was so popular that it spawned a Saturday morning cartoon show
 - Produced hit products with sales throughout the US, Europe, and Japan
 - Author of US Patent #4,644,495 for an improved Video Memory System
 - Appeared in multiple volumes of *Who's Who in Consumer Electronics*