

EXHIBIT 41

MARK L. BALDWIN

Vitae

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EDUCATION

Master of Science, Engineering, Purdue University, Lafayette IN, 1974

Bachelor of Science, Engineering Sciences, Purdue University, Lafayette IN, 1974

Graduate, Squadron Officers School, Air University, Montgomery AL, 1977

ACADEMIC AND TEACHING EXPERIENCE

Instructor, University of Advancing Technology, Tempe AZ, 2004-present – Computer Game Design and Development

Instructor, Westwood College, Denver CO, 2004-present – Computer Game Design and Development

Instructor, DeVry University, Oakbrook Terrace, IL, 2006-present – Computer Game Design and Development

Senior Instructor, Media Design School, Auckland New Zealand, 2004 – Graduate Program in Computer Game Design and Programming

Instructor, Red Rocks College, Lakewood CO, 1988-1990 - Computer Art

Instructor, USAF, Offutt AFB NE, 1976-1978 - Orbital Mechanics

Teaching Assistant, Purdue University, Lafayette IN, 1974 - Engineering Economics

PROFESSIONAL EXPERIENCE

BALDWIN CONSULTING – Golden, CO

1/97 - Present

Founder / Senior Consultant

- Provide consulting services to clients in multiple industries including healthcare, gambling, the US military and computer games on software product design and development, and project management.
- Spearhead projects pertaining to interface and product design, simulation design, game design, code development and artificial intelligence.
- Designed functionality and interfaces for HealthTech's *BalanceLog* personal healthcare software. Authored and developed Windward Studio's *Galaxis* and Zono's *Metal Fatigue*.
- Served as primary simulation and game designer for the USAF Information Warfare Center *Sensor Combat* simulation, and GameTech's *Diamond* and *TED* bingo systems. Consultant on US Army's **JWARS** military simulation.
- Integral member of research team for Integrated Knowledge Solutions' **GAMEDEV** instructional development system for the US Navy.
- Senior Instructor in Graduate Program of Computer Design and Programming at Media Design School in Auckland New Zealand. Responsible for curriculum design, lecture and tutoring of students.
- Instructor and course designer in game development for University of Advancing Technology and Westwood College.

MOTO1, INC. – Irving, TX

1/01 - 12/01

Vice President of Product Development

- Directed product development and managed a 45 person development division. Responsibilities included product design, development, quality assurance, and online operations for commercial games, online multiplayer products and entertainment marketing tools.
- Instituted an online multiplayer capability including development of a comprehensive multiplayer product. Led the company transition from PC game development to PlayStation 2 and Xbox product lines.
- Successfully produced three popular products on time with limited resources while reducing staff turnover.

WHITE WOLF PRODUCTIONS, INC. – Lakewood, CO

4/90 - 12/96

President / CEO

- Orchestrated all daily company operations, business growth and development, and production efforts for a computer game development company providing products for several publishers. Supervised 10 employees.
- Managed all company staffing, contracting, product design and development, strategic planning, product sales and marketing, and profitability. Outside consultant to the computer entertainment industry.

QUANTUM QUALITY PRODUCTIONS, INC. – Flemington, NJ

1/90 - 9/90

Vice President of Product Development

- Directed new product development initiatives for an innovative game publishing company with 20 employees. Supervised five staff, and contracted and developed internal/external products.

BEACON TECHNICAL SERVICES – Littleton, CO

3/81 - 3/90

Owner / Manager

- Provided engineering, code development, simulation and game design/development consulting services.
- Designed several commercial computer games including the award winning *Empire*.

MARTIN MARJETTA AEROSPACE – Englewood, CO

2/86 - 2/87

Group Engineer, Titan Guidance Design

- Developed, validated, maintained and managed flight guidance software and targeting parameters for Titan 34D, Titan II space launch, and Titan medium launch vehicles.

MCDONNELL DOUGLAS ASTRONAUTICS – Clear Lake, TX

7/79 - 1/86

Task Manager, Shuttle Ascent Flight Design

- Supervised eight staff in the design of space shuttle ascent flight components. Developed, orchestrated and produced powered flight plans and design data, techniques and procedures for shuttle flights.
- Conceived and developed space shuttle direct insertion ascent techniques and procedures to allow increased orbital shuttle altitude to 100+ miles saving NASA \$600 million in hardware development costs.

UNITED STATES AIR FORCE – Omaha, NE

7/75 - 6/79

Trajectory Applications Analyst (Captain)

- Analyzed missile tactics, survivability, strike effectiveness, vulnerability and deployment concepts.

PUBLICATIONS**Commercial Software**

- *Trainz Railroad Simulator 2006*, Auran, 2005
- *BalanceLog*, HealthTech, 2003
- *SCCA Racing*, Moto1, 2002
- *NHRA Drag Racing Main Event*, Moto1, 2001
- *NHRA 50th Anniversary Drag Racing*, Moto1, 2001
- *Ted IIC*, Gametech, 2001
- *Diamond Pro and Elite*, Gametech, 2000
- *Metal Fatigue*, Psygnosis, 2000
- *Sensor Combat - The Balkan Cauldron*, Air Force Information Warfare Center, 1997
- *Galaxis*, Trimark, 1996
- Baldwin, M.L. and Rakosky, R., *Empire II, The Art of War*, New World Computing, 1995
- Baldwin, M.L. and Rakosky, R., *Empire Deluxe Masters Edition*, New World Computing, 1994
- *Perfect General II*, American Laser Games, 1994

- Baldwin, M.L., et al; *Empire Deluxe Scenarios*, New World Computing, 1993
- Baldwin, M.L. and Rakosky, R, *Empire Deluxe*, New World Computing, 1993
- Baldwin, M.L. Keeton, B. and Sorensen, T, *Star Legions*, Mindcraft, 1992
- Baldwin, M.L., *Greatest Battles of the 20th Century*, Quantum Quality Productions, 1992
- Baldwin, M.L., *The Perfect General, Battles of World War II*, Quantum Quality Productions, 1991
- Baldwin, M.L., Rakosky, R. and Zaccagnino, B. W, *The Perfect General*; Quantum Quality Productions, 1991
- Damon, R, Baldwin, M.L. and Rakosky, R, *D.R.A.G.O.N. Force*, Interstel, 1989
- Baldwin, M.L. and Sorensen, T., *Star Fleet II*, Interstel, 1988
- Baldwin, M.L. and Bright, W., *Empire, Wargame of the Century*, Interstel, 1988
- Baldwin, M.L. and Sorensen, T, *Star Fleet I*, Interstel, 1986
- Baldwin, M.L. *CPRESS Reservoir Information System*, Exper-Tech, 1983

Magazines and Journals

- Baldwin, M.L. "Career Paths in the Game Industry", *Journal of Advancing Technology*, Summer 2006. Reprinted in gamasutra.com
- Baldwin, M.L. "Giving the Antagonist Strategic Smarts: Simple Concepts and Emergence Creates Complex Strategic Intelligence", *Journal of Advancing Technology*, Spring 2005
- Baldwin, M.L. "The Virtual Gilpin", *Railroad Model Craftsman*, August and September 2005
- Baldwin, M.L. "Remembering the Stone Age", *Journal of Advancing Technology*, Fall 2004
- Baldwin, M.L. "Publishing Contracts, A Few Notes," *Journal of Computer Game Design*, April 1989
- Baldwin, M.L. "The Conversion Malaise," *Journal of Computer Game Design*, August 1988
- Baldwin, M.L. "The Emperor's New Clones," *Computer Gaming World*, December, 1988
- Baldwin, M.L. "Where Are We Headed, A Program to Calculate Limits to Growth," *Creative Computing*, May 1983

Major Web Sites

- Baldwin, M.L. **The Gilpin Tram**, <http://gilpintram.com>, 2004-present
- Baldwin, M.L. **Games Ed**, <http://gamesed.com>, 2006-present
- Baldwin, M.L. **The Art of Computer Game Design**, 1998-2003

REVIEWS

- Sautler, J., *Managing Game Development* McGraw-Hill/Irwin, 2007
- Sautler, J., *Video Game Design Strategies* McGraw-Hill/Irwin, 2007
- Sautler, J., *Introduction to Video Game Design and Development* McGraw-Hill/Irwin, 2006
- Rabin, S., *Introduction to Game Development* Charles River Media, 2005
- Stout, B., *Adding Intelligence to Computer Games*, Addison-Wesley Longman, Inc. 1997

PRESENTATIONS

- Baldwin, M.L. "Computer Games, History, and the Gilpin Tramway," Presentation for Technology Forum 2009, University of Advancing Technology, July 2006
- Baldwin, M.L. "Remembering the Stone Age," Presentation for Technology Forum 2007, University of Advancing Technology, November 2004
- Baldwin, M.L. "Top 10 Things Every Producer Should Know About Game Design," Presentation and paper for Computer Game Developers Conference, San Jose CA, April 1999
- Baldwin, M.L. "Designing and Developing Computer Wargames", Presentation and paper for USAF Air University Connections Conference, Montgomery AL, March 1999
- Baldwin, M.L. "Project AI", Presentation and paper for Computer Game Developers Conference, Long Beach, CA, April 1998
- Baldwin, M.L. "Whither (or Wither) Wargames", Roundtable and papers for Computer Game Developers Conference, April 1997 and April 1998
- Baldwin, M.L. "Project AI (Strategic Artificial Intelligence Decision-Making)," Presentation and paper for USAF Air University Connections Conference, Montgomery AL, March 1998
- Baldwin, M.L., "Gaming in an Industrial Setting," Presentation at the Shell PC Gaming Workshop, The Hague, The Netherlands, November, 1997
- Baldwin, M.L. "Foundations and Empire", Presentation and paper for Computer Game Developers Conference, San Jose CA, April 1997

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- Baldwin, M.L. "Computer Wargame Design," Presentation and paper for USAF Air University Connections Conference, Montgomery AL, March 1997
 - Baldwin, M.L. "Wargames Don't Sell or How Actually to Write a Successful Wargame," Presentation and paper for Computer Game Developers Conference, April, 1996
 - Baldwin, M.L. "Effective Interface for Computer Wargames", Presentation and paper for USAF Air University Connections Conference, Montgomery AL, March 1996
 - Baldwin, M.L. "A Better Mousetrap or How I Learned to Stop Worrying About Empire", Presentation and paper for Computer Game Developers Conference, San Jose CA, April 1995
 - Baldwin, M.L. and Rakosky, R., "Project Artificial Intelligence," Presentation and paper for Computer Game Developers Conference, San Jose CA April 1993
 - Baldwin, M.L. and Rakosky, R, "Designing for Play-By-Modem," Paper for Computer Game Developers Conference, San Jose CA April 1993

ACTIVITIES AND AWARDS

- *Computer Gaming World* – Cited among the top 20 game developers in the world; Recognized for three of "150 Best Games of All Time;" Awarded "Game of the Year" and "Hall of Fame" for *Empire*, ranked 8th of 150 "Best Games of All Time", and "Wargame of the Year" for *The Perfect General*."
- *GameSpy.com* – Awarded "Hall of Fame" and "Top 50 Games of All Time" for *Empire Deluxe*.
- Group Achievement Award, Spacelab Flight Design Team, NASA, 10 July, 1984
- Lyndon B Johnson Space Center Group Achievement Award, NASA, 19 July, 1983
- Certificate of Recognition for New Technology, NASA, 15 October, 1982
- Certificate of Merit for Identifying and Disclosing New Technology, McDonnell Douglas Technical Services Inc., November 22, 1982
- First Shuttle Flight Achievement Award by Crew of First Manned Orbital Flight of Space Shuttle, 3 September, 1981
- Public Service Group Achievement Award, NASA, 11 September, 1981
- Air Force Commendation Medal, United States Air Force, 14 July, 1979

PROFESSIONAL AFFILIATIONS

- International Game Developers Network, Board Member and Co-Founder 1997-1998
- International Game Developers Association
- International Association for Game Education and Research
- Colorado Game Developers Association, Co-Founder
- Academy of Interactive Arts and Sciences
- Science Fiction Writers of America
- American Institute of Aeronautics and Astronautics

DERIVATIVE WORKS

- Poulter, K *Empire II, The Art of War*, Prima Publishing, 1996
- Dultz, M *Perfect General II The Official Strategy Guide*, Prima Publishing, 1995
- Emrich, A, Carroll, M *Empire Deluxe, The Official Strategy Guide*, Prima Publishing, 1993