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 HealtheTech'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 MARIETTA 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*, HealtheTech, 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 Sorenson, 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

- Saulter, J., *Managing Game Development* McGraw-Hill/Irwin, 2007
- Saulter, J., *Video Game Design Strategies* McGraw-Hill/Irwin, 2007
- Saulter, 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

- 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