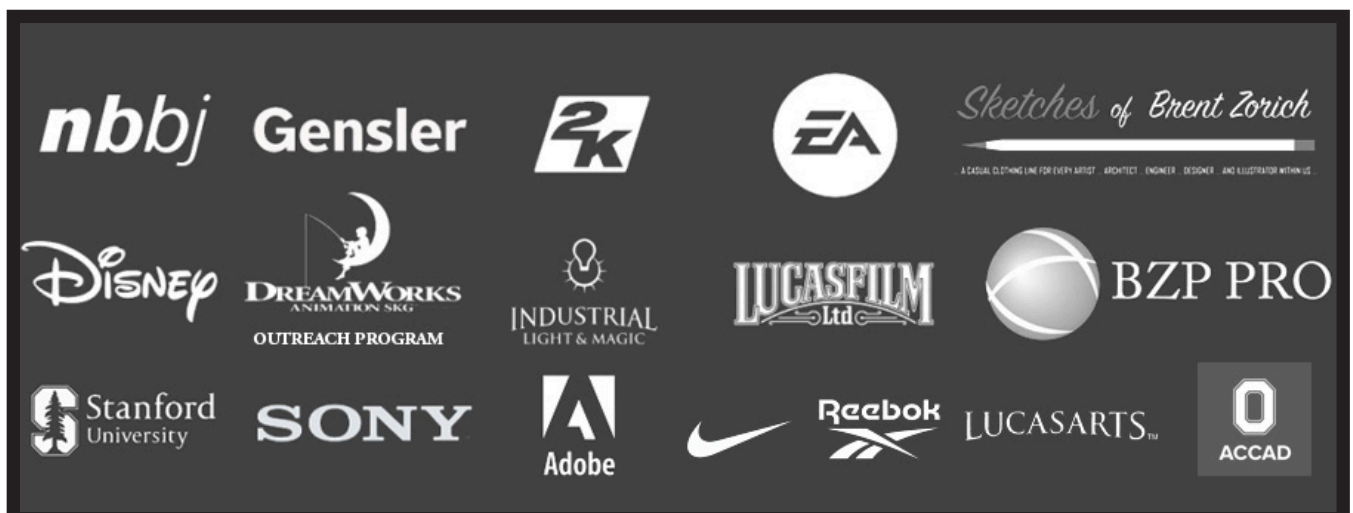


**BRENT J. ZORICH** MA BSID

**XBOX AND PLAYSTATION DEVELOPER**

**WORLDWIDE PUBLISHED TECHNOLOGY & FASHION ENTREPRENEUR**

DESIGNED CREATIVE 'CASH COWS' (TWO VENTURES) THAT HAVE A POTENTIAL ROI IN THEIR ACQUISITIONS OF 38 MILLION WITH AN ANNUAL BURN OF ONLY \$2200.00. THE FIRST VENTURE IS A COMPUTER GRAPHICS RIGGING PLUG-IN THAT WAS FEATURED ON THE COVER OF A WORLDWIDE MAGAZINE, AND WAS LICENSED TO 250 UNIVERSITIES AT AN ACCEPTANCE RATE FASTER THAN FACEBOOK LLC AT LAUNCH, VALUATED AT 20 MILLION DOLLARS IN FIVE POTENTIAL ACQUISITION REVIEWS (THREE FORTUNE 500'S). THIS FIRST VENTURE ONLY HAS AN ANNUAL BURN OF \$1500.00. THE SECOND IS A CLOTHING LINE ILLUSTRATING CONCEPT DRAWINGS FOR HYPOTHETICAL VIDEO GAMES VALUATED BY THE PR FIRM OF DISNEY, GOOGLE, AMAZON, AND FACEBOOK, AT 6 MILLION DOLLARS PER YEAR (18 MILLION IN A THREE YEAR VALUATION), THAT WAS FEATURED IN THE "WALL STREET JOURNAL'S MARKET WATCH" AS WELL AS WAS APPROACHED BY AN ADDITIONAL PR FIRM OF "GQ" AND "VOGUE" MAGAZINE ABOUT BEING SHOWCASED. THIS FASHION LINE HAS AN ANNUAL BURN OF ONLY \$700.00. THESE E-COMMERCE 'CASH COWS' REQUIRE LITTLE TO NO MAINTENANCE.




[www.brentzorich.com](http://www.brentzorich.com)



ONE OF THE TOP RANKED  
HIGH SCHOOLS IN THE  
STATE OF OHIO  
COLLEGE PREP  
SCHOLAR ATHLETE FOOTBALL

1989-1993  
HIGH SCHOOL DIPLOMA



DEPARTMENT RANKED  
TOP THREE NATIONALLY  
INDUSTRIAL DESIGN

VOTED IN BY PEERS AS  
DESIGN DEPARTMENT  
UNDERGRADUATE STUDENT  
BODY PRESIDENT

1993-1998  
BACHELOR OF SCIENCE



LARGEST FRATERNITY IN  
THE COUNTRY.  
FAMOUS MEMBERS  
INCLUDE TROY AIKMAN,  
PHIL JACKSON, BO  
SCHEMBECHLER, KIRBY  
SMART, CARSON PALMER, &  
PETE CARROLL.


1993-1998  
BROTHER & ALUM



1995  
VISUAL  
MERCHANDISER




1997  
PRODUCT DESIGN &  
PITCH TO REEBOK CEO



CLIENT IS THE OWNER  
OF NHL COLUMBUS  
BLUE JACKETS

1997  
DESIGN INTERN  
ILLUSTRATOR INTERN



1998  
BRAND & ARCHITECTURE  
INDUSTRIAL DES THESIS



ARCHITECTURE FIRM  
RANKED #2  
WORLDWIDE


REPUBLIC OF CHINA

1998-1999  
ARCHITECTURE



ARCHITECTURE FIRM  
RANKED #1  
WORLDWIDE


1999-2001  
ARCHITECTURE



WHERE CGI  
WAS INVENTED  
@ ACCAD

KEY ALUM PROJECTS:  
STAR WARS, TERMINATOR 2,  
TOY STORY 2, TITANIC,  
ICE AGE, SHREK,  
SPIDER-MAN, JURASSIC PARK  
CAREER CHANGE FROM  
ARCHITECTURE TO CGI

2001-2005  
BEGAN GRADUATE STUDY  
FOR MASTERS DEGREE



THE MYSTERY  
DINOSAUR

2003-2005  
MODELING • RIGGING •  
WORKED WITH  
PALEONTOLOGIST TEAM  
FROM "JURASSIC PARK"



OUTREACH PROGRAM  
20 WEEK TRAINING SESSION  
WITH SUPERVISORS ON  
SHREK, MADAGASCAR,  
SHARK TALE, FINDING NEMO,  
& SPIDER-MAN 2

2005  
PARTICIPANT @ ACCAD



2005  
RIGGING AND MODELING




2006  
RIGGING •  
WORK TESTED ON DATA OF  
SHAQUILLE O'NEAL



2006  
RIGGING




2006  
RIGGING



RIGGING GLOBAL  
PRACTICES MEETINGS  
BETWEEN  
EAC - EA LONDON - EA ORLANDO

2007-2008  
BI-MONTHLY ATTENDEE



PROPOSAL TO CENTRAL  
FOOTBALL LEADS ABOUT EA  
SPORTS COLLABORATING  
WITH MIKE TO ADDRESS NON  
REALISTIC ANIMATION ISSUES IN  
MADDEN NFL

2007-2008  
RIGGING MILESTONE



2007  
RIGGING PROTOTYPING



2007  
LEAD RIGGING



2008  
LEAD RIGGING



2007  
RIGGING



2008  
RIGGING PROTOTYPING



2008  
REDESIGNED RIGGING SYSTEM



2007  
RIGGING



2008  
REDESIGNED RIGGING SYSTEM




2007  
RIG SWAPPING  
GLOBAL RIGGING GUIDANCE



2007  
RIG SWAPPING  
GLOBAL RIGGING GUIDANCE



2007  
RIG SWAPPING  
GLOBAL RIGGING GUIDANCE



2007  
RIG SWAPPING  
GLOBAL RIGGING GUIDANCE



2007  
RIG SWAPPING  
GLOBAL RIGGING GUIDANCE



2008  
FILM GAME CONVERGING  
ILM'S JANGO FETT & TV'S  
AHSOKA ON THE XBOX



2008-2009  
WEEKLY ATTENDEE




2008-2009  
RESEARCHER



BEST PRACTICES  
REVIEW COMMITTEE  
(1 OF 10 MEMBERS)  
SELECTED BY FORMER CTO  
OF PETER JACKSON'S  
WETA DIGITAL  
(THE LORD OF THE RINGS)

2008-2009  
BI-MONTHLY MEMBER



EXECUTIVE TRAINING  
EXECUTIVE PROPOSAL (OAS)  
-OFFENSIVE ATTACK STRATEGY-  
WRITTEN FOR THE BOARD OF  
DIRECTORS

2008  
RECIPIENT



2008-2009  
LEAD RIGGING



2009  
RIGGING R & D



2008  
RIGGING R & D  
SPIELBERG PROJECT



2008  
COLOR CORRECTION  
OBI WAN & CAD BANE




2008  
SHOT EDITING MONTHLIES  
HARRY & DUMBLEDORE



2009  
DAILIES SHOT CRITIQUING  
OPTIMUS PRIME & DEVASTATOR




2008-2009  
QUALITY ASSURANCE




GENERAL GRIEVOUS  
ANAKIN SKYWALKER  
AHSOKA TANO  
JANGO FETT  
KIT FISTO  
STANDARD ILM BIPED, WING,  
AND QUAD SETUPS

2008-2009  
RIGGING EXPLORATION



THE FORCE UNLEASHED  
JABBA THE HUTT  
BOBA FETT  
ULTIMATE EVIL  
(THE COVER CHARACTER)  
GAMOREAN GUARD  
AT-AT


2008-2009  
RIGGING MILESTONES



WHERE CGI  
WAS INVENTED  
@ ACCAD

THESIS: AUTORIGGING  
DINOSAURS IN PYTHON.  
TRAINED BY FOUNDER  
OF CGI DIVISION AT THE  
RINGLING SCHOOL OF ART  
AND DESIGN.

2010- 2011  
FINISHED INCOMPLETE  
MASTERS DEGREE



BZP PRO  
RIGGING PLUG-IN FOR MAYA

- MOTION CAPTURE •
- FBX SCENE OPTIMIZER •
- POSE SPACE LIBRARY •
- PIPELINE & WORKFLOW •
- ILM MODULAR RIGGING •
- AUTOSKINNING •

E-COMMERCE: \$299.99


2011-CURRENT

1ST ENTREPRENEUR VENTURE

20 MILLION VALUATION

\$1500.00 ANNUAL BURN

CASH COW: PASSIVE INCOME



BZP PRO  
CITY BUILDER TOOL

GENERATING DUPLICATE  
CITY BUILDINGS WITH  
COLOR, FORM, AND TEXTURE.  
VARIANCE- IDEALLY USED  
FOR PREVIZ

E-COMMERCE: \$399.99

2011-CURRENT

1ST ENTREPRENEUR VENTURE

NO VALUATION AS OF YET

\$0.00 ANNUAL BURN

CASH COW: PASSIVE INCOME



BZP PRO  
RECS FOR MY TECHNOLOGY

SIGGRAPH CHAIR PUBLICLY  
QUOTED MY TECHNOLOGY  
AS "MINDBLOWING": FEATURED  
ON THE COVER OF WORLDWIDE  
MAGAZINE.

2011-CURRENT

ENTREPRENEUR



BZP PRO  
ACQUISITION

5 ACQUISITION ATTEMPTS  
(3 FORTUNE 500'S: 1 OF THE  
COMPANIES WORTH  
OVER 120 BILLION)

2011-CURRENT

ENTREPRENEUR



BZP PRO



2011-CURRENT

ENTREPRENEUR

• LLC BOOTH OWNER •




BZP PRO  
FINANCES

ADVISED TO NOT SELL LLC BELOW  
20 MILLION DOLLARS BY THE HUTH  
SUPERVISOR'S PARTNER ON THE  
"THE EMPIRE STRIKES BACK".  
RAISED MONEY FROM BANKING  
ALUM OF HARVARD AND YALE

2011-CURRENT

ENTREPRENEUR



BZP PRO  
PENETRATION

250 UNIVERSITIES ON 6  
CONTINENTS WERE LICENSED  
PRODUCT IN 6 MONTHS AT  
A RATE OUTPENETRATING  
FACEBOOK AT LAUNCH.  
(FACEBOOK HAD 170 SCHOOLS)

2011-CURRENT

ENTREPRENEUR




BZP PRO  
BRAND REINFORCEMENT


MY RESUME IS A DROPPDOWN  
ON EVERY LICENSE THAT GOES  
OUT SOLIDIFYING TECH DESIGN  
EXPERTISE WORLDWIDE. THIS  
CAUSED ME TO GET NON ENGLISH  
INTERNATIONAL ADVERTISEMENTS.

2011-CURRENT

ENTREPRENEUR




BZP PRO




2011-CURRENT


CHIEF EXECUTIVE OFFICER  
• MENTORSHIP RECIPIENT •



2017  
RIGGING PROTOTYPING  
DRAX THE DESTROYER




BZP PRO



240 HOURS OF ILM LEVEL  
RIGGING COMPLETED IN  
70 MINUTES

2017  
RIGGING PROTOTYPING



2019  
RIGGING PROTOTYPING



2019  
RIGGING PROTOTYPING



BZP PRO



2020  
NDA TV SHOW PITCH  
RIGGING PROTOTYPING




ADOBE PRE RELEASE TEAM  
FOR THE APPLE IPAD PRO 2.

PHOTOSHOP DRAWINGS DONE  
DURING PHOTOSHOP TESTING  
LED TO 2ND VENTURE.


2019-CURRENT

PRE-RELEASE TEAM



UNITED STATES  
PRESIDENTIAL TASK FORCE

2020  
TASK FORCE MEMBER




Stanford  
University

TOP ENGINEERING  
SCHOOL WORLDWIDE

LINEAR ALGEBRA

2020  
CONTINUING STUDIES



WINNER NAMED AS ONE  
OF THE TOP 100 PEOPLE  
IN TECH AND INNOVATION AT  
THIS CONFERENCE SPONSORED  
BY AMAZON AND FACEBOOK

2020  
AWARD WINNER



A CLOTHING LINE

E-COMMERCE-  
• OVER 50 T-SHIRTS: \$38.00  
• OVER 20 HOODIES: \$58.00  
• OVER 40 PRINTS: \$28.00

2021-CURRENT

2ND ENTREPRENEUR VENTURE

13 MILLION VALUATION

\$700.00 ANNUAL BURN

CASH COW: PASSIVE INCOME




A CLOTHING LINE

PR FIRM OF GOOGLE, FACEBOOK,  
AMAZON, & DISNEY, GUARANTEED  
SALES AT 6 MILLION/ YEAR  
IF USED. PRINT ON DEMAND:  
NO BACK INVENTORY. ITEMS  
FEATURING MY CONCEPT DESIGNS.

2021-CURRENT

2ND ENTREPRENEUR VENTURE

CASH COW: PASSIVE INCOME



AGGRESSIVE BROKERAGE  
(DOUBLING IN 7 YEARS)

DESIGNED WITH ADVISOR

2022  
INVESTOR

CASH COW: PASSIVE INCOME



AGGRESSIVE BROKERAGE  
(1% ANNUAL GROWTH)

CO-DESIGNED WITH ADVISOR

2022  
INVESTOR

CASH COW: PASSIVE INCOME



AGGRESSIVE STOCK BROKERAGE  
(1% ANNUAL GROWTH) BOTH  
NYSE & SINGAPORE SE

CO-DESIGNED WITH ADVISOR

2022  
INTERNATIONAL INVESTOR

CASH COW: PASSIVE INCOME



MODERATE BROKERAGE  
(8% ANNUAL GROWTH)

CO-DESIGNED WITH ADVISOR

2022  
INVESTOR

CASH COW: PASSIVE INCOME




CONSERVATIVE BROKERAGE  
(4% ANNUAL GROWTH)

CO-DESIGNED WITH ADVISOR

2022  
INVESTOR

CASH COW: PASSIVE INCOME



STOCK INVESTMENTS

HEWLETT-PACKARD, LOCKHEED  
MARTIN, VERIZON, MICROSOFT, SONY,  
APPLE, GOOGLE, ELECTRONIC ARTS,  
AMAZON, DISNEY, INVE, ACTIVISION  
BLIZZARD, TYRA BIOSCIENCES (PRESENT  
IPO), CLEARWATER ANALYTICS  
HOLDINGS (PRESENT IPO), NINDO  
NORISKI (PRESENT IPO), EMERSON


2023  
INVESTOR

CASH COW: PASSIVE INCOME



2023  
IPO INVESTOR

CASH COW: PASSIVE INCOME



LECTURED AT  
OVER  
40 UNIVERSITIES

UNIVERSITY OUTREACH



WORLD  
WIDE  
BIOGRAPHY

3D Artist

TECH ON  
MAGAZINE  
DISC

COVER STORY

3 WORLDWIDE MAGAZINES



PERSONAL FEATURE

INTERNATIONAL PRESS

I HAVE BEEN CONTACTED  
BY MICHAEL JACKSON'S  
PR SPECIALIST ABOUT  
REPRESENTING ME  
(NEGOTIATIONS AND  
OFFER TO ASSIST) AS  
WELL APPROACHED WITH  
THE CLOTHING LINE BEING  
FEATURED IN VOGUE & GQ  
MAGAZINE.

ADDITIONAL PR

Maya  
Motion Builder  
MEL  
Python  
Photoshop  
ZEND (ILM's software)  
After Effects  
Pixar's Renderman  
HTML  
C++  
HIK

SOFTWARE SKILLS

THE CASH COW PLAN IS  
WORKING. COLLECTIVELY  
IN NOV AND DEC OF '23  
I GENERATED \$33,000.00  
IN PASSIVE INCOME JUST  
ON MERRILL AND  
SCHWAB ALONE

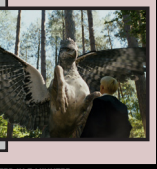
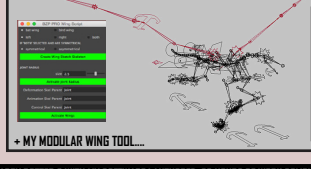
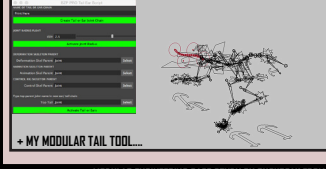
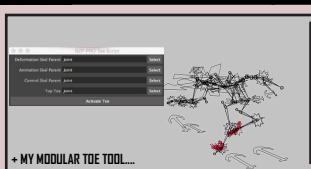
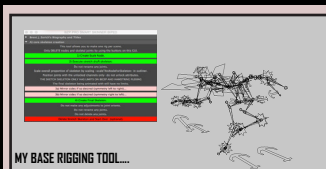
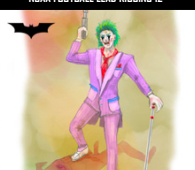
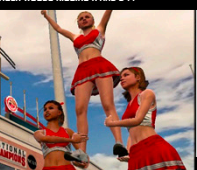
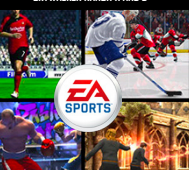
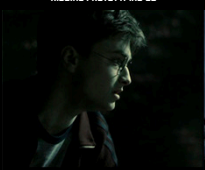
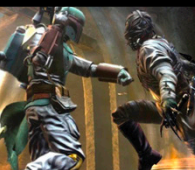
THE 'BZP PRO' AND  
'SKETCHES OF BZ' CASH  
COW CAN EARN 38 MILLION  
IN ACQUISITION (ROI)  
WITH ONLY A \$2200.00  
ANNUAL BURN

IF AN ACQUISITION TAKES  
PLACE OF A 'CASH COW',  
I WILL HOPE TO OPEN MY  
OWN PRIVATE EQUITY FIRM  
WHILE BEING A CVO  
AT A GAME STUDIO WHERE  
I WILL EARN 600K-800K  
BASE, WITH 1-2 MILLION IN  
BONUS, AND 3-7 MILLION  
IN STOCK ANNUALLY.

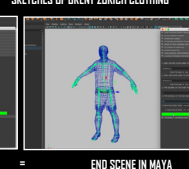
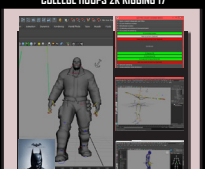
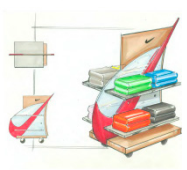
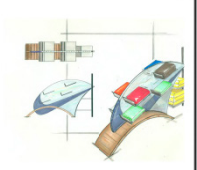
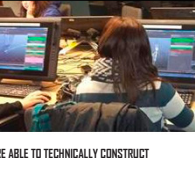
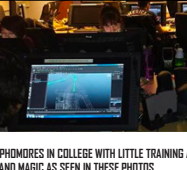
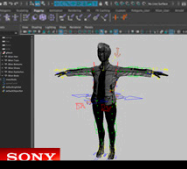
BRENT J. ZORICH: PROJECTS  
BRENTZORICH.COM  
WORLDWIDE PUBLISHED TECH &  
FASHION ENTREPRENEUR

- (01) SOFTWARE AND TOOL DEVELOPMENT
  - (02) DISNEY FEATURE ANIMATION PROTOTYPING
  - (03) SONY PICTURES PROTOTYPING
  - (04) THE FORCE UNLEASHED ULTIMATE SIXTH EDITION
  - (05) INDIANA JONES AND THE STAFF OF KINGS
  - (06) STAR WARS: THE CLONE WARS
  - (07) TRANSFORMERS REVENGE OF THE FALLEN
  - (08) HARRY POTTER AND THE HALF BLOOD PRINCE
  - (09) EA SPORTS MMA
  - (10) NFL TOUR
- (11) NFL HEAD COACH 09
  - (12) NCAA FOOTBALL 09
  - (13) MADDEN NFL 09
  - (14) TIGER WOODS PGA TOUR 09
  - (15) MADDEN NFL 08
  - (16) NCAA FOOTBALL 08
  - (17) COLLEGE HOOPS 2K8
  - (18) COLLEGE HOOPS 2K7
  - (19) NBA 2K8
  - (20) SUPERMAN RETURNS: THE GAME

- (21) THE MYSTERY DINOSAUR
- (22) VOLKSWAGEN
- (23) THE BEIJING HOTEL
- (24) THE FORCE UNLEASHED II
- (25) NIKE THESIS
- (26) REEBOK GOLF SANDAL
- (27) ADOBE PRE RELEASE TEAM
- (28) CONVERGENCE BETWEEN ILM'S JANGO FETT & FILM'S AHSOKA TANO ON THE XBOX



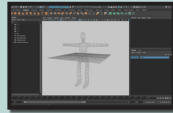
MODULAR ENGINEERING CASE STUDY ON BUCKBEAK FROM HARRY POTTER 3 WITH MY SOFTWARE | AUTHORED: 90 HOURS OF WORK COMPLETED IN 5 MINUTES



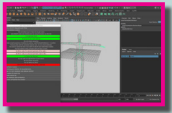
SMART SKINNER RIGGING PIPELINE SOFTWARE:

- WROTE ENTIRE TECHNOLOGY BY MYSELF IN MEL AND PYTHON
- CUSTOMIZABLE UPON REQUEST: FEATURED AT SIGGRAPH AND GDC
- ADVISED BY ILM COFOUNDER AFFILIATE TO NOT SELL BELOW \$20 MILLION
- 3 ACQUISITION REVIEWS WITH 3 SEPARATE FORTUNE 100 COMPANIES
- RAISED INVESTMENT MONEY FROM BANKING ALUM OF HARVARD AND YALE
- FEATURED ON THE COVER OF A WORLDWIDE MAGAZINE
- TECH BURNED TO WORLDWIDE MAGAZINE'S INCLUDED ACCOMPANYING DVD
- 250 UNIVERSITIES ON 6 CONTINENTS RECEIVED PRODUCT

1. START WITH YOUR MODEL



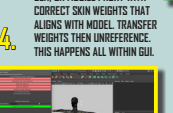
2. GENERATE AND ALIGN SKELETON WITH GUI



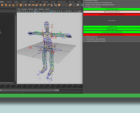
3. ATTACH MODEL TO SKELETON AND PICK THE NUMBER OF SKIN INFLUENCES WITH GUI



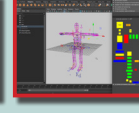
4. REFERENCE IN ZBRUSH, NEXT-GEN, OR MOBILE PROXY WITH CORRECT SKIN WEIGHTS THAT ALIGNS WITH MODEL. TRANSFER WEIGHTS THEN UNREFERENCE. THIS HAPPENS ALL WITHIN GUI.



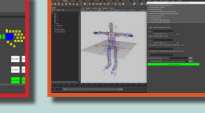
6. GENERATE ILM LEVEL CONTROL RIG INSTANTLY



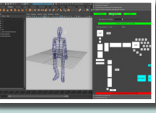
7. KEYFRAME CONTROL RIG WITH GUI BUTTONS



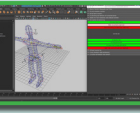
8. OPTIMIZE CHARACTER FOR IN GAME USE WITH GUI



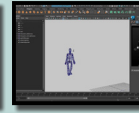
5. TEST SKIN WEIGHTING WITH GUI POSER LIBRARY



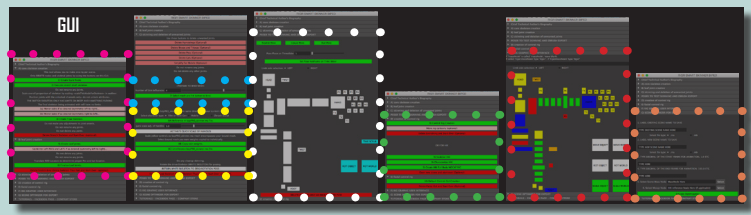
6. GENERATE MOCAP HIK RIG WITH GUI



7. APPLY MOCAP DATA TO HIK RIG IN MAYA



8. OPTIMIZE CHARACTER FOR IN GAME USE WITH GUI



Capital University  
The Ohio State

Middle Tennessee  
STATE UNIVERSITY

MURDOCH UNIVERSITY  
WITH COURAGE AND FAITH

Memphis College of Art

NEW YORK FILM ACADEMY

Montserrat College of Art

HUNTINGDON COLLEGE

San Jose State University

UNIVERSITY OF WISCONSIN WHITWATER

RMCAD  
Ralph H. Munroe College of Art & Design

Sheridan

UNIVERSITY OF THE PACIFIC

DURHAM COLLEGE  
DURHAM COLLEGE

CCA  
CALIFORNIA COLLEGE OF ARTS

Alfred State

Australian National University

VCU

TEXAS A&M UNIVERSITY

SIU  
SOUTHERN ILLINOIS UNIVERSITY

SANTA MONICA COLLEGE

SB FOUNDATION  
SANTA BARBARA CITY COLLEGE

Columbus College of Art & Design

RED RIVER COLLEGE  
OF HUMANITIES, ARTS, SCIENCE AND TECHNOLOGY

USC TROJANS

SCHOOL OF VISUAL ARTS

PALOMAR COLLEGE

DePaul University

PALOMAR COLLEGE

Regent University

R-IT

JOHNS JAY COLLEGE

emily carr

FINANCIAL DISBURSEMENT STRATEGY IN CASE OF ACQUISITION

BEING IN TECHNOLOGY AS AN ENTREPRENEUR, IT IS POSSIBLE THAT AN ACQUISITION COULD TAKE PLACE ON AN INTELLECTUAL PROPERTY I INVENT. THIS IS HOW I WOULD BREAK DOWN A ONE BILLION DOLLAR ACQUISITION ONCE AWARDED THE MONEY (NOTE: PETER JACKSON DID SOMETHING SIMILAR TO ME WHERE HE ENDED UP CONVERTING AUTODESK TECHNOLOGY PLUGINS TO STANDALONE AND HE GOT HIS SOURCE CODE ACQUIRED FOR 1.6 BILLION TO UNITY, LLC- IN THE MID 2000 AND TEENS, AT MY GDC BOOTH, WE BEGAN PRELIMINARY DIALOGUE WITH A FEW ENGINEERS FROM UNITY, LLC TO SEE HOW WE COULD PORT OUR SMART SKINNER AUTO RIGGER INTO UNITY TECHNOLOGY):

1 BILLION DOLLAR BREAKDOWN:

- 50 million in SAVINGS: 2 PERCENT INTEREST (5 PERCENT OF TOTAL)
- 50 million in CHECKING: NO INTEREST (5 PERCENT OF TOTAL)
- 100 million in BONDS, CDS, IRAS: 6 TO 7 PERCENT ANNUAL INTEREST (10 PERCENT OF TOTAL)
- 50 million in DOWNPAYMENT ON A NEW LLC BEING USED TO SET UP PRIVATE EQUITY FIRM: (5 PERCENT OF TOTAL)
- 50 million TO CHARITY:
  - 30 million TO MY FRIENDS AND FAMILY
  - 7 million TO LUPUS RESEARCH (AFTER WATCHING HOW HORRIBLE THE DISEASE AFFECTED SELENA GOMEZ IN HER FILM)
  - 7 million TO PANCREATIC CANCER RESEARCH (MOM)
  - 7 million TO MULTIPLE SCLEROSIS RESEARCH (DAD)
- 400 million in MY DIVERSIFIED CONSERVATIVE BROKERAGE: 4 TO 6 PERCENT ANNUAL INTEREST (10 PERCENT OF TOTAL); NOTE: OVER THE FIRST YEAR THE BROKERAGE GREW 3 PERCENT IN A POOR ECONOMIC YEAR.
- 200 million in MY DIVERSIFIED MODERATE BROKERAGE: 7 TO 9 PERCENT ANNUAL INTEREST (20 PERCENT OF TOTAL); NOTE: OVER THE FIRST YEAR THE BROKERAGE GREW 8 PERCENT IN A POOR ECONOMIC YEAR.
- 100 million in MY DIVERSIFIED AGGRESSIVE BROKERAGE: 10 TO 12 PERCENT INTEREST (10 PERCENT OF TOTAL), NOTE, OVER THE FIRST YEAR, THE BROKERAGE GREW 11.5 PERCENT IN A POOR ECONOMIC YEAR.



ANNUAL INTEREST EARNED ON THIS FINANCIAL PLAN IS APPROXIMATELY, PER BILLION, 70 MILLION DOLLARS FOR DOING NOTHING PER YEAR FOR THE FIRST YEAR AND JUST SITTING ON THE BANK WITHOUT TOUCHING PRINCIPAL. OF THE NEW 70 MILLION IN INTEREST BANKING, I WOULD TAKE OUT 10 FOR ME FOR SPENDING FOR THE YEAR, OR 830k PER MONTH, AND AN ADDITIONAL 10 MILLION IN SPENDING FOR A FUTURE POTENTIAL WIFE. HER TEN MILLION WOULD ALSO SUPPORT KIDS. SO, IF THE PRINCIPAL WERE 3 BILLION, AND NOT 1 BILLION, I WOULD SIMPLY MULTIPLY ALL OF THOSE FIGURES BY THREE. WHICH WOULD MEAN 210 MILLION IN INTEREST EARNED PER YEAR WITH 30 MILLION FOR ME AND 30 MILLION FOR A WIFE AND KIDS TO SPEND.

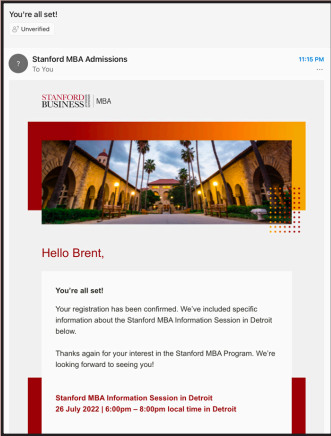
FOR THE 700 MILLION DOLLAR AMOUNT IN THE INITIAL EXAMPLE (ON A ONE BILLION DOLLAR ACQUISITION), THE REMAINING 40 MILLION NOT SPENT OF THE 70 MILLION DOLLAR INTEREST EARNED WOULD GO BACK IN THE GROWTH FUNDS. THAT MEANS THAT THE FOLLOWING YEAR, INSTEAD OF THE ANNUAL GROWTH OF THE PERCENTAGES OF THE 1 BILLION, THAT IN YEAR ONE WAS 700 MILLION, IT WILL BE 740 MILLION, DUE TO THE INCREASE IN THE PORTFOLIO FROM ADDING THE LEFT OVER UNSPENT INTEREST FROM THE PREVIOUS YEAR. SO INSTEAD OF ME AND A POTENTIAL WIFE GETTING 10 MILLION EACH THE FOLLOWING YEAR IN "FUN SPENDING", IT COULD POTENTIALLY BE 13 MILLION EACH IN YEAR TWO DUE TO THE INCREASE OF THE INVESTMENT IN THE THREE BROKERAGES. THE SPENDING AMOUNT WOULD GROW FROM THERE EACH YEAR.

CAREER PROGRESSION DESIGN STRATEGY: TYPICAL BUT SEEMING ATYPICAL: STARTING AS A MODELER TO BECOMING PRIVATE EQUITY OWNER

ALTHOUGH MY CAREER PATH SEEMS ATYPICAL, IT'S ACTUALLY QUITE TYPICAL IN THE INDUSTRY. EVEN THOUGH A LEAD RIGGER AT PLAYSTATION HAS A BASE SALARY OF 240K ACCORDING TO THE PLAYSTATION CAREERS SECTION OF THEIR WEBSITE, AND A CVO IS 800K (BEING 10 MILLION TOTAL WITH SALARY STOCK AND BONUS), HERE IS THE PROGRESSION.

PROGRESSION BREAKDOWN:

- 1st you start out in design doing 3D modeling (bottles, architecture, cars, etc)
- 2nd you begin to animate the objects
- 3rd you begin to character animate w/ other people's rigs
- 4th you want to design your own rigs
- 5th you automate your own rigs through code
- 6th you license your rigging code & get some sales
- 7th you get some media attention w/ your code (magazines/ newspapers/ etc)
- 8th you try to raise a round to make your plug-in standalone software
- 9th you license stand alone software
- 10th you get contacted for acquisition (THIS IS ABOUT WHERE I AM WITH BZP PRO. ALTHOUGH WE DID NOT MAKE THE PLUGIN STANDALONE, WE DID HAVE FIVE ACQUISITION REVIEWS)
- 11th you either take an investment or sell the code
- 12th you start making investments in other tech startups (I HAVE BEGUN TO DO THIS ALREADY)
- 13th when one hits financially (IPO), on the side while being a CVO, you form your own private equity firm
- Finally, you start making seed and angel investments in companies while being a CVO still in gaming



CURRENTLY BEING RECRUITED FOR A SECOND MASTERS DEGREE (MBA) FROM STANFORD. IF I DID PURSUE A SECOND MASTERS DEGREE, HOWEVER, FROM STANFORD I WOULD PROBABLY OBTAIN A MS. THIS WOULD COINCIDE WITH CVO TYPE WORK.

FINANCIAL GROWTH STRATEGY: TO SHOW COMPUTER GRAPHICS EXECUTIVES I HAVE THE MINDSET TO GENERATE REVENUE: INTERNATIONAL INVESTOR

- Potential with my investment team to bring back six digit annual returns of passive income based on interest of investments alone.
- Potential with my investment team to gain over 149% on interest returns on the Merrill brokerages via additive cumulative total, just on first year.
- On the Merrill Six Digit Diversified Brokerages alone, on certain days, over \$1500.00 is generated in interest in just one day of passive income, \$2500.00 if you include the Schwab account.
- Through a Merrill Lynch fund, have set up stock purchases on The Singapore Stock Exchange. The logic behind this would be that I would have money earning interest on both New York Time as well as Singapore Time: 24 hours around the clock constantly earning interest and money. Like Warren Buffett says, "If you don't find a way to make money while you sleep, you will work until you die."
- I am in the process of relaunching more software that will be monetized online as well. In hoping that these "cash cows" do well for me, I will probably open more of them in the future. I am hoping that all of this setup will lead to making an impression on the powers that be that are creative executives in the gaming world. Once things are set up, my goal at a major video game publisher as a Chief Visual Officer would be to be about 600k to 800k base, with 1 to 2 million in bonus, and 3 to 7 million in stock. It is public that the CEO of Electronic Arts, Mr. Andrew Wilson, who is my age, earned approximately 40 million in one year in 2021 due to salary, stock, and bonus. Based on my resume, I am hypothesizing that my value to a company like an Electronic Arts, ILM, PlayStation, XBOX, Take Two, WB Games, etc, is approximately 1/4 of Mr. Wilson's value. Of the 5 million to 10 million per year in earnings, I would most likely live on 500k of it and invest the remaining 4.5 to 9.5 in my brokerages earning 8%, or about an additional 550k to 950k. Add that 550k on top of the initial 500k and after two years, you have over 1.5 million in spending while still having between 9 million and 19 million in your brokerages earning interest. After five years, if those are the earnings, I would have 25 million to 50 million in the bank and my additional spending on top of the 500k principal would be between 2.5 million and 5 million annually. My rule of thumb, for a package where salary, stock, and bonus, is 500k, live off just over a third and invest the rest. Even down the line, if the salary and interest end up being 5 million a year in spending, with 50 million or more in the bank, 5 million a year in spending comes out to about 13k a day. The likelihood of spending more than 13k a day is slim to none. I am currently being recruited by Stanford's Business School to obtain a MBA focused in technology; although if I were to pursue a second masters it would most likely be a MS focusing in engineering. Due to this investment strategy, I earned \$19,000 in passive income alone in November of 2023. Invest smart.