



Executive Team Bio

Ron Dimant, Chief Strategy Officer

Ron Dimant currently serves as the Chief Strategy Officer of MumboJumbo and has more than 12 years of experience in computer game development and publishing management. Prior to founding MumboJumbo in 2001, he was Chief Executive Officer of Ritual Entertainment, a developer best known for its first-person shooters and "SiN" franchise of games. Previously, he was with Parsoft Interactive, creator of flight simulation games and Chief Executive Officer of MacPlay, a developer of games for the Macintosh.

Ron attended Imperial College of Science and Technology where he received a Masters of Engineering degree in Aerospace Engineering, and later attended the University of Cambridge where he was awarded a Doctorate in Materials Science.

Mark Cottam, Chief Executive Officer

With more than 20 years of industry experience, Mark Cottam serves as MumboJumbo's Chief Executive Officer, responsible for the global operations of the business with a focus on retail sales. Under Mark's direction, MumboJumbo has become a leading developer of games for online distribution and the preferred publisher of premium casual games for the retail channel.

Previously, Mark served as President of Macintosh games publisher MacPlay. Earlier, he was Chief Operating Officer and Vice President of Sales and Marketing at Moto1.net, where he led the company's successful development and deployment of its motor sports portal and online racing series. Additionally, Mark has held management positions at Dragon Systems, PowerHouse Entertainment, Parsoft Interactive, CyberMedia and XTree Company.

Mark is a graduate of University of California San Diego with a Bachelor's degree in Economics.

Mike Breslin, General Manager

For more than 15 years, Mike Breslin has successfully led the development, marketing and global communications programs for some of the video game industry's most prolific and best selling PC, console, mobile and iPhone titles.

As MumboJumbo's General Manager, Breslin is responsible for developing and delivering digital strategy, product management, licensing, marketing communications and digital sales. Prior to MumboJumbo, Breslin was Vice President, Marketing and Corporate Communications at Oberon Media and I-play. Before joining Oberon, Breslin served as Global Brand Manager- Hot Wheels & Entertainment at Mattel, Global Brand and licensing Manager- Action/Adventure at Disney Interactive Studios, and VP Marketing & Business Development at Ion Storm.

Mike holds a degrees in Advertising and Business Administration from the University of Texas at Austin.

Matt Lichtenwalter, Vice President of Product Development

Matt joins the MumboJumbo team with over ten years of management and product development experience. Matt draws upon his interactive marketing, advergaming and game development background in directing MumboJumbo's product strategy and managing its global studio operations. MumboJumbo's development studios are located in Dallas, Los Angeles and Vladivostok, Russia.

In 2005, Matt founded game development studio Hot Lava best known for its *7 Wonders* series as well as casual games, *Reaxxion* and *Haiku Journey*.

Matt earned a BBA in International Marketing at the University of North Texas.

Jay DiNucci, Director of Finance

Jay DiNucci serves as MumboJumbo's Director of Finance. Prior to joining MumboJumbo, Jay spent ten years with Marketing Specialist Sales Company, a US based sales and marketing company, as Vice President of Finance and Controller. There he was responsible for all administrative, accounting and financial operations as well as serving as one of the key management team members that worked to expand the once Dallas-based business into a nationwide company massing over 5,000 employees. Earlier, Jay worked for both Fortune 500 and start-up businesses in a variety of accounting and financial management roles.

Jay received his Bachelor's degree in Business Administration from Stephen F Austin State University, and is a Certified Public Accountant.

Mark Taylor, Managing Director, MumboJumbo Games Ltd.

Mark is responsible for the activities of MumboJumbo outside of North America.

Mark brings 20 years of experience on the Boards of Directors of leading European retail consultancy, online games and internet companies. Mark uses this background to direct and manage the growth of the already strong retail presence that the MumboJumbo brand has within Europe and elsewhere outside of the USA.

Mark received a Bachelor's degree in Systems Analysis (Distinction) from the University of the West of England in the UK.