

# Trilobyte Games Corporate Bios

## Rob Landeros, Creative Direktor



Rob co-founded Trilobyte, the maker of the wildly successful and classic CD-ROM products, *The 7th Guest* and *The 11th Hour*. Prior to that, he was company Art Director for Virgin Interactive Entertainment. While there he directed numerous titles such as *Spirit of Excalibur* and *War in Middle Earth*. He co-created the popular gameshow of the future, *Lexi-Cross*, published by Interplay.

Rob first entered the entertainment software industry in 1987 as Art Director for Cinemaware. There, he directed such best-selling titles as *Rocket Ranger*, *King of Chicago* and *Defender of the Crown*.

Prior to moving into entertainment software, Rob delved into a variety of art forms. In the sixties he reveled in the counter-culture movement, drawing outrageous underground comics to support himself. Later he spent several years perfecting the art of wildlife engravings in fossil ivories. Eventually, he purchased a Commodore Amiga, created his first digital graphics, and never looked back.

Following his time at Trilobyte, Rob founded Aftermath Media where he designed and produced two award winning and critically acclaimed interactive motion pictures, *Tender Loving Care* and *Point of View*.

Between 2001 and 2010, Rob focused on graphic design especially as applied to print and web development through his graphic design studio Landeros Design.

In the Fall of 2010, Rob resurrected Trilobyte Games as a company dedicated to promoting the company's brand and IPs through apps, video and tabletop games.

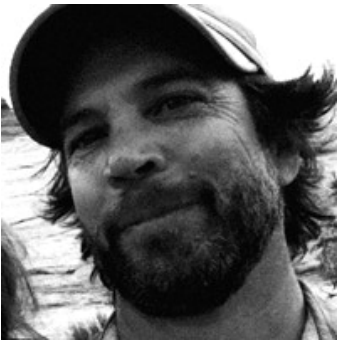
## Charlie McHenry, CMO



Co-founder of Trilobyte Games, LLC; co-founder of Analytics2Insight; Founder of Impact420. Communications & management professional. Former Oregon State Telecommunications Councilor (Internet buildout); published first regional travel e-zine on the Internet (*So. Oregon Magazine*); announced the patent on "windowing;" and, the patent on the microprocessor; conducted the first National Press Club presser on computer viruses; introduced AST's line of "Premium 386" desktop computers at the Guggenheim Museum in NYC; and, owned/managed my own communications agency for 20 years.

Specialties: Strategic planning & business development; business, social & political communications; digital advertising & social networking campaign design & management; and, crisis response. Blogging since 05; Tweeting since 07.

## John Fricker, CFO



Founding partner and Director of Programming for Trilobyte Games, John is a senior developer with 20+ years experience in applications, testing, architecture and object oriented design, having written over 20 iOS and Mac OS X apps since 2008.

## William Hennes, Producer



William has been creating art and animations for interactive media clients for more than 20 years. His projects span a wide variety of art styles, game platforms and web environments. Over the course of his career, William has worked on several award-winning products, and has done work for some of the biggest names in the interactive games market, among them, Lucas Arts, Disney, Sega, Interplay, Dream Works Interactive, Activision, Ubi Soft, Hasbro, Nintendo, Nickelodeon, Trilobyte Games, and Impact Productions. William's skill set includes concept design, world design, character design, game design, 3D model creation and both 2D and 3D animation.