

STACY A. FRIEDMAN

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EXPERT CONSULTANT EXPERIENCE

Compliance investigation, electronic gaming machines

Client: counsel for petitioner. Tasks: examine behavior of electronic gaming machines with respect to regulations and state court opinions. 2015-ongoing.

Patent infringement, gaming machines

Client: counsel for defendant. Tasks: validity and infringement analysis. 2015-ongoing.

Misappropriation of intellectual property, networked gaming system

Client: counsel for plaintiff. Tasks: validity analysis. 2015-ongoing.

Patent infringement (pre-litigation), networked gaming system

Client: counsel for defendant. Tasks: validity and infringement analysis. Disposition: litigation averted due to validity analysis. 2015-2015.

International Internet Technologies, LLC v. Sweepstakes Patent Company, LLC

Client: Schneider Rothman for patent owner. Tasks: validity and infringement analysis, written reports, deposition testimony. Disposition: patent found invalid during CBM review. 2015-2016.

Malfunction analysis, gaming machines

Client: counsel for defendant. Tasks: gaming log forensic analysis, source code analysis. 2015-ongoing.

MEI-GSR Holdings, LLC d/b/a Grand Sierra Resort v. Peppermill Casinos, Inc., misappropriation of trade secrets, slot machine par settings

Client: Robison, Belaustegui, Sharp & Low for defendant. Tasks: secrecy analysis, damages analysis, written reports, trial testimony. Disposition: jury verdict for defendant. 2014-2016.

MGT Gaming v. Aruze, patent infringement, slot machine system

Client: Watson Rounds for defendant. Tasks: claim construction analysis, declaration. Disposition: confidential settlement. 2014-2015.

SHFL Entertainment v. GTECH, patent infringement, online gaming system

Client: McCarter & English for defendant. Tasks: validity analysis. Disposition: confidential settlement. 2014.

Inter partes review, tournament system patent

Client: counsel for patent owner. Tasks: validity analysis, expert declaration, deposition testimony. 2013-ongoing.

Agincourt Gaming v. Zynga, patent infringement, network gaming system

Client: Quinn Emanuel Urquhart & Sullivan for defendant. Tasks: prior art research, validity analysis. Disposition: confidential settlement. 2013-2014.

eLot v. GTECH, patent infringement, networked lottery system

Client: Finnegan, Henderson, Farabow, Garrett & Dunner for defendant. Tasks: infringement analysis and validity analysis. Disposition: confidential settlement. 2013.

Big Daddy Games v. Reel Spin Studios, copyright infringement, gaming machines

Client: Michael Best for defendant. Tasks: source code analysis, written report, deposition testimony. Disposition: confidential settlement. 2012.

Seneca Nation of Indians v. State of New York, regulatory dispute, video lottery terminals

Client: Kanji & Katzen / Harter Secrest & Emery for plaintiff. Tasks: systems and network protocol analysis, gameplay analysis, regulation analysis, written reports, testimony at hearing. Disposition: public settlement of over \$600M dispute. 2012-2013.

Patent infringement, networked gaming system

Client: counsel for defendant. Tasks: infringement analysis, validity analysis. 2012-ongoing.

eLot v. Atlantic Lottery Corporation, patent infringement, Internet lottery system

Client: Borden Ladner Gervais for defendant. Tasks: infringement analysis, validity analysis, written report. Disposition: favorable settlement shortly after my report was submitted. 2012-2014.

Misappropriation of intellectual property, proprietary wagering methods

Client: counsel for plaintiff. Tasks: evaluation of differences between IP produced by both parties, written report, trial testimony. Disposition: jury verdict partly in favor of plaintiff; appeal pending. 2011-ongoing.

Breach of contract & consumer fraud, slot machine malfunction/withheld jackpot

Client: counsel for plaintiff. Tasks: analysis of slot machine forensic report. My involvement was terminated when I would not agree with plaintiff counsel's technical interpretation. The plaintiff later lost. 2011-2012.

Legal iGaming / Zynga v. Int'l Game Technology (IGT), patent interference, networked gaming system

Client: Morrison Foerster for senior party defendant. Tasks: patent analysis, expert declaration. Disposition: PTO verdict for defendant. 2011.

Gaming patent review (pre-litigation), gaming machine methods

Tasks: infringement analysis, validity analysis. 2011.

Lottotron v. Allgames Casino, patent infringement, remote wagering system

Client: Stadheim Gear for plaintiff. Tasks: damages analysis and testimony at damages hearing. Disposition: plaintiff awarded damages in excess of \$14M. 2011.

WMS Gaming v. Bally Technologies, patent infringement, slot machine technologies

Client: Quinn Emanuel Urquhart & Sullivan for defendant. Tasks: prior art research, validity analysis. Disposition: confidential settlement. 2011.

Lottotron v. EH New Ventures, patent infringement of remote wagering system

Client: Stadheim Gear for plaintiff. Tasks: Infringement analysis, written testimony, deposition testimony, trial testimony. Disposition: jury verdict for defendant. 2010-2012.

Compliance investigation, charitable bingo machines

Client: Thunderbird Casino, Costa Rica. Tasks: investigation and analysis of gameplay on electronic bingo machines relative to regulatory language, written report submitted to national legislator. 2010-2011.

Compliance investigation, charitable bingo machines

Client: Alabama Attorney General. Tasks: investigation and analysis of gameplay on multiple manufacturers' electronic bingo machines in view of Alabama Supreme Court ruling, pre-litigation technical support. Disposition: project terminated due to Governor's intervention. 2010.

State of California v. Wilkins, theft, casino loyalty club points

Client: Public Defender, Humboldt County, CA for defendant. Tasks: evaluation of casino accounting data, damages calculation, written testimony. Disposition: case settled for the amount I calculated. 2009-2010.

Dottie Janousek v. Canyon Casino, breach of contract, slot machine malfunction/withheld jackpot

Client: Helmer McElyea for plaintiff. Tasks: analysis of slot machine forensic report and supporting evidence; written testimony. Disposition: based on my testimony, plaintiff received satisfactory settlement. 2009.

Golden Route v. Ardent Gaming, breach of contract, casino accounting system

Client: John Peter Lee for defendant. Tasks: evaluation of contracts, software specifications, and system data; written testimony. Disposition: confidential settlement. 2009.

Cranway v. Playtech (United Kingdom), patent infringement, online gaming system

Client: Herbert Smith for plaintiff. Tasks: infringement and validity analysis, written testimony and testimony at trial. Disposition: patent was found invalid as excluded matter under UK patent law. 2008-2009.

International Gamco v. Multimedia Games, patent infringement, video lottery system

Client: Luce, Forward, Hamilton & Scripps for defendant. Tasks: infringement and validity analysis, written testimony and deposition testimony. Disposition: summary judgment for defendant. 2006-2010.

Aristocrat Technologies v. Multimedia Games, patent infringement, video lottery machines

Client: Luce, Forward, Hamilton & Scripps for defendant. Tasks: infringement and validity analysis, written testimony and deposition testimony. Disposition: settled in favor of defendant shortly after my deposition was taken. 2006-2008.

HomeBingo v. Multimedia Games, patent infringement, electronic bingo system

Client: Fish & Richardson for defendant. Tasks: infringement and validity analysis, written testimony. Disposition: settled in defendant's favor after Judge, in Markman ruling, opined that defense construction was "in all respects, proper." 2006-2007.

State of Mississippi v. (unknown defendant), felony cheating at gambling

Client: Mississippi Gaming Commission. Tasks: provided statistical evidence for cheating vs. probability of random outcomes. Disposition: indictment handed down by grand jury. 2005.

PUBLICATIONS AND MEDIA INTERVIEWS

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| April 2014 | Web radio interview for Casino Enterprise Management podcast "Casino Talk with Brooke Dunn" regarding new casino game concepts. |
| January 2011 | Video interview for CBS News show "60 Minutes" regarding video slot machine gameplay. Published on the CBS News website. |
| March 2010 | Written article in Casino Journal: "Gaming's Greatest Hits: 6 Ideas that Changed the Industry" |
| March 2007 | Radio interview for National Public Radio show "Justice Talking" regarding slot machine design and mathematics. |

WORK EXPERIENCE

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| 2001-present | OLYMPIAN GAMING, LLC , Beaverton, OR
Gaming industry consulting, intellectual property consulting and proprietary casino game development
President <ul style="list-style-type: none">• Developed profitable consulting practice around casino gameplay development and analysis, including custom software simulation and analysis• Designed slot game models and new game features for land-based and online gaming vendors. Client list includes WagerWorks (IGT), Chartwell Technology, Parlay Entertainment, Diamond Game, Phantom EFX, and DEQ Systems.• Designed and/or analyzed keno, bingo, lottery, blackjack, craps, roulette, poker, video poker, and many novel gaming propositions• Advised clients in IP strategy, including patent clearance and potential design-arounds• Provided expert witness testimony in many gaming-related lawsuits• Developed IP portfolio including over 30 issued US patents and several trademarks<ul style="list-style-type: none">◦ Executed IP licenses with several casino operators and gaming vendors• Currently licensed in Washington State; achieved regulatory game approvals in WA, NV, MS. |
| 2011-2013 | DOUBLE DOWN INTERACTIVE / INTERNATIONAL GAME TECHNOLOGY , Seattle, WA
Social casino operator
Game Design Consultant / Gaming Strategist <ul style="list-style-type: none">• Redesigned and corrected casino game implementations for DDI's social casino game website• Led casino-industry education efforts for non-casino casual games staff• Designed all of DDI's casino gameplay prior to its \$500M acquisition by IGT• Product integration between DDI's social games platform and IGT's slot machine content• Internal gaming expert for evaluating new product submissions and patent filings |
| 2011-present | VIZKINECT , Reno, NV
A visual data capture and analysis company
Member, Board of Advisors <ul style="list-style-type: none">• Advising early-stage technology company on strategic direction and application of biometric capture technology, including eye tracking and galvanic skin response, across several verticals |

- 2006-2008 **NIKE**, Beaverton, OR
A leading athletic footwear and apparel brand
Senior Enterprise Architect
- Delivered service-oriented architecture (SOA) strategy and web service solutions
 - Facilitated application and service architecture for key eCommerce initiatives
 - Resulted in over \$1.4M in incremental revenue in first quarter after go-live
 - Authored and delivered executive-education presentations on SOA and Web 2.0 collaboration
- 2003-2005 **SYSTEMS RESEARCH AND DEVELOPMENT** (acquired by IBM), Las Vegas, NV
A boutique software consultancy and developers of a fraud/collusion detection platform
Senior Software Engineer and Technical Consultant
- Developed high-throughput data analysis software for use in identifying casino cheating rings and international terrorist cells: prevented at least two domestic terrorist incursions
 - Derived computational algorithms for uncovering connections in biographical data
 - Improved processing efficiency and throughput by 66%
 - Directed technical team during onsite implementation of secure web services for DoD/U.S. Navy Horizontal Fusion initiative, and provided military-spec technical documentation.
 - Successful deployment resulted in \$90M acquisition by IBM
- 2002-2003 **PLUMTREE SOFTWARE** (acquired by BEA), San Francisco, CA
A pure-play portal software vendor
Senior Software Engineer
- Delivered web service-based portal application (portlet) SDK for both Java and MS .NET
 - Contributed to over \$50M in portal software sales
 - Delivered .NET custom controls and Visual Studio plug-ins for no-code portlet development
 - Contributed to internal web standards committees and helped architect remote portlet infrastructure
- 2000-2001 **RAPT** (acquired by Microsoft), San Francisco, CA
A supply-planning and pricing optimization software vendor
Technical Implementation Engineer
- Managed client integration for software implementations at Sun Microsystems and H-P
 - Resulted in top-line uplift of \$30M/quarter or roughly 2% revenue growth
 - Developed custom SQL and PL/SQL database extraction/reporting software to deliver real-time intelligence to supply planning staff
 - Resulted in \$15M/quarter cost reduction or roughly 2% profit growth
- 1998-2000 **SILICON GAMING** (acquired by IGT), Palo Alto, CA
A casino slot machine manufacturer
Game Model Engineer
- Self-education in probability theory and combinatorics led to successful employment as a casino gaming mathematician
 - Designed game flow and storyboards for slot machines, and developed and shipped mathematical models for over 50 games
 - Resulted in sales of hundreds of slot machines and over \$10M in revenue
 - Managed statistical verification and mathematical gameplay testing
 - Liaison to state regulatory agencies; corrected prior errors in gaming lab submissions
 - Saved over \$50,000 in regulatory fees
- 1996-1998 **ORACLE**, Redwood Shores, CA
A leading database and application software vendor
Software Engineer / Senior Software Engineer
- Responsible for final-tier maintenance engineering for premier Oracle clients
 - Proposed and achieved consensus on enhancements to worldwide support process, and rolled out new process within my own organization.
 - Resulted in 50% decrease in defect reports and 10% increase in CSR response
 - Earned promotion to Senior Engineer within 12 months
 - Managed scalability and performance testing process, and designed scalability test suite
 - Directed performance testing during pre-sales engagement with the Norwegian tax authority
 - Resulted in a 10-year, \$3.5M license

EDUCATION

1992-1996

HARVARD UNIVERSITY, Cambridge, MA

Bachelor of Arts in Computer Science, *magna cum laude*

- John Harvard and Harvard College scholarship awards
- “Empirical Testing of Algorithms for Variable-Sized Label Placement” published in 1997 Journal of the Symposium on Computational Geometry