



## Gloria O'Neill

Executive Chair

*“This isn’t about the status quo; this is about creating a global video game brand infused with our values and culture.”*

Gloria helped found Upper One Games--the first indigenous-owned video game developer and publisher in US history--in 2012. She served as both President and CEO until its merger with E-Line Media in 2014 and now serves E-Line as Executive Chair. Since 1998, Gloria has also served as President and CEO of Cook Inlet Tribal Council (CITC) and, since its establishment in 2010, President and CEO of CITC's for-profit subsidiary, CITC Enterprises Inc. (CEI). In addition, Gloria is a member of both the University of Alaska Board of Regents and the Alaskan Command Civilian Advisory Board. At the national level, she was appointed by U.S. Secretary of Health and Human Services Kathleen Sebelius to serve on the Secretary's Tribal Advisory Committee (STAC).

Originally from Soldotna, Alaska, Gloria is of Yup'ik and Irish descent.

## Alan Gershenfeld

Co-Founder and President



*“The vision for games-based cultural storytelling resonates on a global level; I’m excited to harness the power of games to help explore and extend global cultures.”*

Alan works with leading foundations, academics, nonprofits and government agencies to harness the power of games for learning and social impact. Prior to E-Line, Alan co-founded and spent seven years as CEO of netomat, a leader in mobile-web community solutions. Before netomat, he spent six years at Activision where he served as SVP of Activision Studios, overseeing titles such as Mechwarrior 2, Shanghai, Pitfall, Zork and Tony Hawk's Pro Skater. Previously, Alan spent nearly ten years in the film industry. He has written numerous articles and has been a featured speaker at major conferences, including SXSW, CES, E3, Sundance Film Festival, and the World Economic Forums. Alan is a Founding Industry Fellow at the Center for Games and Impact at Arizona State University and serves on the Board of Directors of FilmAid International and on the Advisory Boards of PBS Kids New Media, Creative Capital, and the Joan Ganz Cooney Center For Educational Media and Research (Sesame Workshop). He is also on the Advisory Board, and formerly Chairman of the Board, of Games for Change.



## Sean Vesce

CCO, Creative Director

*"In 20 years of designing video games I've never been part of such a personal and emotionally rewarding project. Our partnership with the Alaska Native community has been extraordinary."*

Sean joined E-Line in 2012 as Chief Creative Officer and currently heads E-Line's Seattle studio. He is an award-winning creative director / designer in the video-game industry and has served in key creative and leadership roles at Activision, Microsoft, Eidos and other prominent game development companies. Prior to joining E-Line, Sean had founded 20after1, a Seattle-based consultancy providing product development advisement and services to a wide range of clients in the arts, software, entertainment and education industries.

Previously, Sean served as General Manager of Crystal Dynamics, a leading game development studio, where he oversaw studio operations and product development for three major releases in the Tomb Raider series, among many other titles. Prior to Crystal Dynamics, Sean served as Creative Director at Activision where he created many critical and commercially successful games such as Interstate '76, MechWarrior II and Pitfall - The Mayan Adventure.

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## Amy Fredeen

Lead Cultural Advisor / CFO



*"This is a new method of storytelling, a new way of connecting to Our Culture and Values and sharing them with the world."*

Amy is a valued cultural adviser to Never Alone's development team and helps to ensure that the game is faithful to Alaska Native people and cultures. In her role as CFO, she brings extensive experience in aligning resources to meet strategic objectives. Amy also serves as CFO and EVP of Cook Inlet Tribal Council (CITC) and its for-profit subsidiary, CITC Enterprises Inc. (CEI).

Amy is on many boards, including Cook Inlet Native Head Start and Alaska Center for the Performing Arts, and is the President & Chair of International Funders for Indigenous Peoples. Amy was also appointed by U.S. Department of Interior to the Bureau of Indian Affairs Contract Support Costs Workgroup.

Originally from Chugiak, Alaska, Ms. Fredeen is of shared Inupiaq and German descent.



## Pita Benz

Senior Leadership Team

*"The exchange of knowledge, skills and personal experiences among the members of the team in both Alaska and Seattle has been amazing."*

Pita acts as part of the project leadership team in addition to her formal role as VP of Social Enterprise for Cook Inlet Tribal Council (CITC) and COO of its for-profit subsidiary CITC Enterprises, Inc. (CEI). As COO of CEI, she directs business development, oversees all facets of the company's digital initiatives, and works to encourage Alaska Native Youth to pursue careers in game design and build capacity for Alaska-based video game design and production.