


Gensler
ARCHITECTURE FIRM
RANKED #1
WORLDWIDE

 
**LINCOLN
MERCURY**

1999-2001
ARCHITECTURE



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

2007-2008

RIGGING MILESTONE

NBA LIVE 09

2007

**RIG SWAPPING
BAL RIGGING GUIDANCE**

MUSEUM Ltd

EXECUTIVE TRAINING

EXECUTIVE PROPOSAL (DAS)

DEFENSIVE ATTACK STRATEGY-WITTEN FOR THE BOARD OF DIRECTORS

EngagedLeadership

2008

RECIPIENT


LUCASEUM
Ltd

THE FORCE UNLEASHED

JABBA THE HUTT
BOBA FETT
ULTIMATE EVIL
(THE COVER CHARACTER)
GAMMOREAN GUARD
AT-AT

2008-2009

RIGGING MILESTONES



BZP PRO
BRAND REINFORCEMENT
MY RESUME IS A DROPDOWN
ON EVERY LICENSE THAT GOES
THAT SOLIDIFYING TECH DESIGN
EXPERTISE WORLDWIDE. THIS
USED ME TO GET NON ENGLISH
INTERNATIONAL ADVERTISEMENTS.
2011-CURRENT
ENTREPRENEUR



Stanford
University

TOP ENGINEERING
SCHOOL WORLDWIDE

LINEAR ALGEBRA

2020

CONTINUING STUDIES

BROKERAGE

CONSERVATIVE BROKERAGE
(4% ANNUAL GROWTH)

I-DESIGNED WITH ADVISOR

2022

INVESTOR

CTW: PASSIVE INCOME

E CASH COW PLAN IS
WORKING. COLLECTIVELY
NOV AND DEC OF '23
GENERATED \$33,000.00
PASSIVE INCOME JUST
THE BROKERAGES
ALONE.

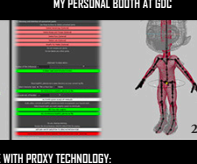
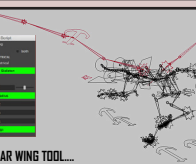
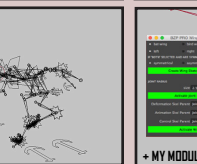
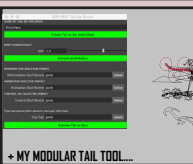
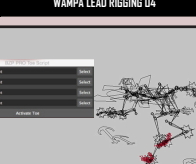
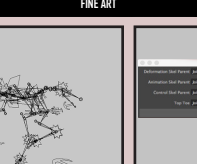
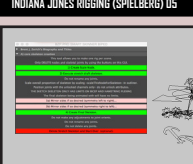
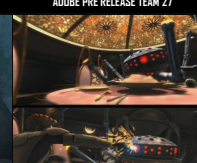
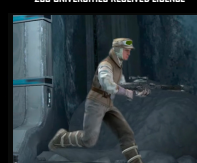
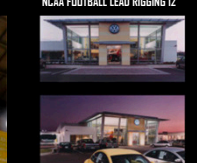
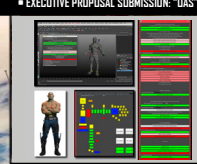
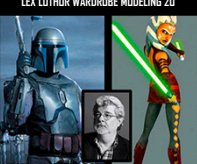
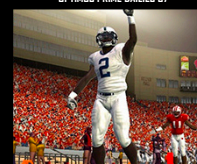
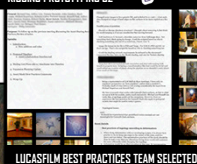
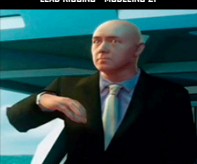
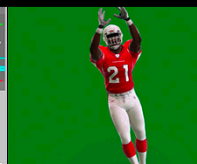
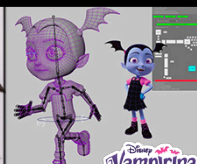
I HAVE OVER 220 PRODUCTS/ITEMS FOR SALE E-COMMERCE THAT ARE DROP SHIPPING. I SPEND APPROXIMATELY 100 HOURS MAINTAINING THE E-COMMERCE SITE ANNUALLY.

PITCH: SKILLSET OFFERED TO A VIDEO GAME COMPANY: A DIGITAL CRAFTSMANSHIP THAT CREATED WORLDWIDE MAGAZINE COVER PUBLISHED LUCASFILM LEVEL. AUTORIGGING TECH VALUED AT 20 MILLION IN 5 ACQUISITION REVIEWS (3 FORTUNE 500S); AND ADOBE PHOTOSHOP GAME CONCEPT DESIGNS PROJECTED AT 6 MILLION A YEAR WHEN LICENSED. **(26 MILLION IN VALUE IN ONE YEAR)**. AT ONLY PART TIME, I CO-DEVELOPED A MARKETING PRODUCT IMPLEMENTATION STRATEGY THAT OUT PENETRATED FACEBOOK LLC IN UNIVERSITY LICENSING PRE-ANGEL INVESTMENT ON SIX CONTINENTS; AS WELL AS CREATED RETAIL VENUES AT THE DESIGN LEVEL OF THE ARCHITECTURE FIRM RANKED NUMBER ONE IN THE WORLD THAT CAN POTENTIALLY DISPLAY AND SELL THE GAME TITLES THAT I'M WORKING ON.

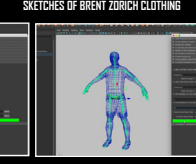
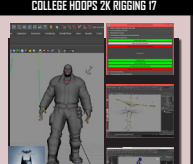
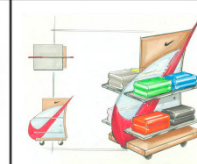
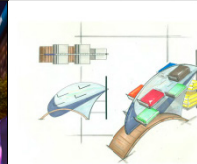
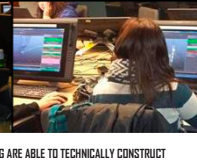
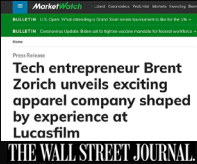
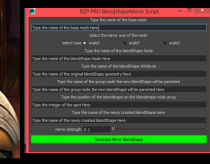
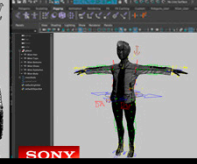
BRENT J. ZORICH: PROJECTS
BRENTZORICH.COM
WORLDWIDE PUBLISHED TECH &
FASHION ENTREPRENEUR

- (01) SOFTWARE AND TOOL DEVELOPMENT
- (02) DISNEY FEATURE ANIMATION PROTOTYPING
- (03) SONY PICTURES PROTOTYPING
- (04) THE FORCE UNLEASHED ULTIMATE SITH 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 BEJING HOTEL
- (24) THE FORCE UNLEASHED II
- (25) NIKE THESIS
- (26) REEBOK GOLF SANDAL
- (27) ADOBE PRE RELEASE TEAM
- (28) COVERAGE BETWEEN ILM'S JANGO FETT & FILM'S AHSOKA TANO ON THE XBOX



MODULAR ENGINEERING CASE STUDY ON BUCKLEUP FROM HARRY POTTER 3 WITH MY SOFTWARE | AUTHORED: 30 HOURS OF WORK COMPLETED IN 5 MINUTES



AUTOMATED MOTION CAPTURE TECHNOLOGY

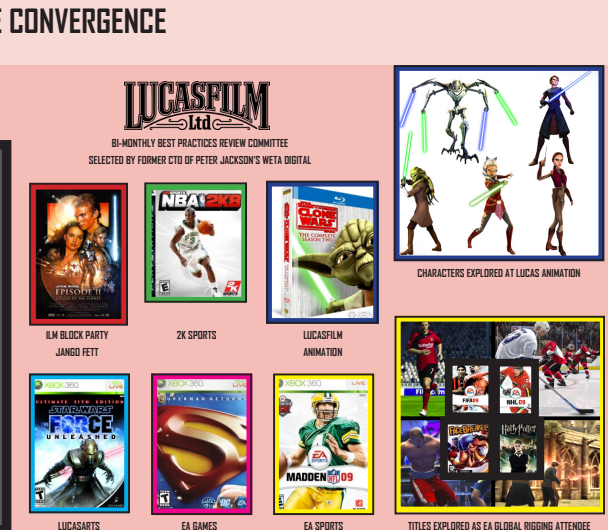
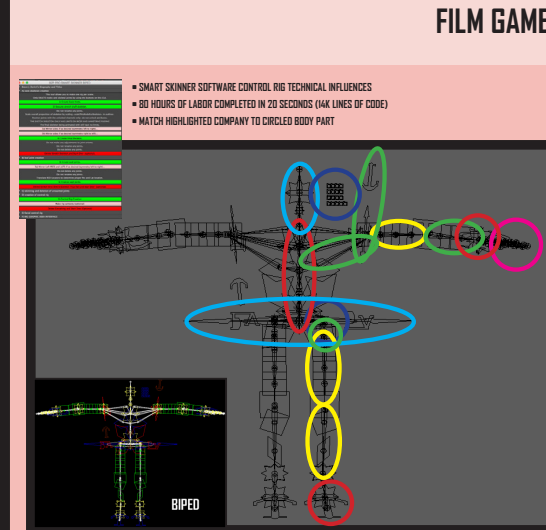
MAYA SCENE OPTIMIZER FOR FBX FORMAT THAT WILL BRING AN OPTIMIZED PIPELINE INTO UNITY OR UNREAL WITH BAKED ANIMATION KEYS

START SCENE IN MAYA

END SCENE IN MAYA

IN UNITY

FILM GAME CONVERGENCE



FINANCIAL GROWTH STRATEGY

PERSONAL FINANCIAL DESIGN		'SETTING UP INCOME STREAMS'		2022- CURRENT	
INTERNATIONAL INVESTOR					
BROKERAGES EARNING ON NEW YORK TIME AS WELL AS SINGAPORE TIME (24 HOURS A DAY/ 5 DAYS A WEEK)					
TO SHOW COMPUTER GRAPHICS EXECUTIVES I HAVE THE MINDSET TO GENERATE REVENUE					
ANNUAL GROWTH IN THE BROKERAGES ESTIMATED AT 8% - 12%					
OVER 10 PASSIVE INCOME STREAMS GENERATING REVENUE WITH LITTLE TO NO MAINTENANCE					
TWO E-COMMERCE MONETIZED VENTURES :::: ANNUAL BURN OF \$2200.00 :::: POTENTIAL ROI OF 38 MILLION					
The Ten "Streams": Monetized entities in both computer graphics, fashion, and finance that generate revenue (passive income) with little or no maintenance.					
• 2 MONETIZED WEBSITES SELLING CLOTHING ILLUSTRATING VIDEO GAME ENVIRONMENT CONCEPTS					
(PASSIVE INCOME)		(E-COMMERCE)		[HTTP://SKETCHESOFBRENTZORICH.COM]	
(LIKE A SELF STANDING CAR WASH WITH LOW MAINTENANCE)		(LABOR: 5 HOURS A MONTH)			
(6 MILLION A YEAR IN PROJECTIONS)					
• 4 DIVERSIFIED BROKERAGES					
		(ETF Brokerages)			
• AGGRESSIVE: 10% - 12% annual growth					
(PASSIVE INCOME)					
• MODERATE: 7% - 9% annual growth					
(PASSIVE INCOME)					
• CONSERVATIVE: 3% - 4% annual growth					
(PASSIVE INCOME)					
• AGGRESSIVE IRA: 10% - 12% annual growth					
(PASSIVE INCOME)					
• AGGRESSIVE STOCK FUND					
(PASSIVE INCOME)		(International Fund)			
• B2P PRO CITY BUILDER TOOL					
(PASSIVE INCOME)		(E-COMMERCE)		[LINK TO PURCHASE CITY BUILDER TECHNOLOGY: RETAIL \$99.99]	
(LIKE A SELF STANDING CAR WASH WITH LOW MAINTENANCE)		(LABOR: 1 WEEK A YEAR)			
(AS OF YET TO BE VALUATED)					
• B2P PRO BSHAPE MIRROR TOOL					
(PASSIVE INCOME)		(E-COMMERCE)		[LINK TO PURCHASE BSHAPE MIRROR TECHNOLOGY: RETAIL \$29.99]	
(LIKE A SELF STANDING CAR WASH WITH LOW MAINTENANCE)		(LABOR: 1 WEEK A YEAR)			
(AS OF YET TO BE VALUATED)					
• B2P PRO SMART SKINNER AUTORIGGER					
(PASSIVE INCOME)		(E-COMMERCE)		(TECH CURRENTLY BEING UPDATED: WILL RETAIL FOR \$299.99)	
(LIKE A SELF STANDING CAR WASH WITH LOW MAINTENANCE)		(LABOR: 1 WEEK A YEAR)			
(20 MILLION VALUATION BY THE BUSINESS PARTNER OF THE 'HOTI' SUPERVISOR ON 'THE EMPIRE STRIKES BACK')					
• 'STASH' INDEPENDENT STOCK INVESTMENTS					
(PASSIVE INCOME)		(HEWLETT-PACKARD, LOCKHEED MARTIN, VERIZON, MICROSOFT, SONY, APPLE, GOOGLE, ELECTRONIC ARTS, AMAZON, DISNEY, NIKE, ACTIVISION BLIZZARD , TYRA BIOSCIENCES (RECENT IPO), CLEARWATER ANALYTICS HOLDINGS (RECENT IPO), NOVO NORDISK (RECENT IPO), EMERSON)			
• 'FUNDRISE' REAL ESTATE INVESTMENTS					
(PASSIVE INCOME)		already achieved 1% return on investment (ROI) only after one month			

SPENDING STRATEGY:

I am in the process of relaunching more software that will be monetized online as well. Through an International 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, between that and the two ventures selling online product through passive income design. Like Warren Buffett says, “If you don’t find a way to make money while you sleep, you will work until you die.”

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 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. Not including any passive software or passive clothing sales, in 2024 I am set to earn an additional \$185,000 pre-tax just off of investments alone due to this strategy and I am only going to spend a third of it; letting the rest compile in my estate. Invest smart.

FINANCIAL DISBURSEMENT STRATEGY IN CASE OF ACQUISITION	
TO SHOW EXECUTIVES IN VIDEO GAMING HOW I WOULD HANDLE A MULTI MILLION PURCHASE	
IN THIS CASE STUDY 1 BILLION DOLLARS IS USED	
STRATEGY: 80% INVESTED IN FUNDS EARNING 8% ANNUALLY, ADD THE 8% TO ANNUAL SALARY	
(\$800 MILLION OF 1 BILLION INVESTED EQUALS OVER 70 MILLION IN SPENDING PER YEAR)	
• THIS IS A STRATEGY I AM USING. USE AT OWN RISK. I HOLD NO LIABILITY TO THOSE MIMMICKING •	
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:	
• 30 MILLION IN SAVINGS:	2 PERCENT INTEREST (3 PERCENT OF TOTAL)
• 10 MILLION IN CHECKING:	NO INTEREST (1 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:	(5 PERCENT OF TOTAL)
	- 30 MILLION TO MY FRIENDS AND FAMILY
	- 7 MILLION TO LUPUS RESEARCH (AFTER WATCHING HOW HORRIBLE THE DISEASE AFFECTED SELENA GOMEZ IN HER FILM- MY MOM WENT THROUGH CHEMO THERAPY AS WELL FOR CANCER AND I SAW THE SIMILAR STRUGGLE)
	- 7 MILLION TO PANCREATIC CANCER RESEARCH (MOM)
	- 7 MILLION TO MULTIPLE SCLEROSIS RESEARCH (DAD)
• 170 MILLION IN MY DIVERSIFIED CONSERVATIVE BROKERAGE:	4 TO 6 PERCENT ANNUAL INTEREST (15 PERCENT OF TOTAL); NOTE, OVER THE FIRST YEAR THE BROKERAGE GREW 3 PERCENT IN A POOR ECONOMIC YEAR.
• 420 MILLION IN MY DIVERSIFIED MODERATE BROKERAGE:	7 TO 9 PERCENT ANNUAL INTEREST (40 PERCENT OF TOTAL); NOTE OVER THE FIRST YEAR THE BROKERAGE GREW 8 PERCENT IN A POOR ECONOMIC YEAR.
• 170 MILLION IN MY DIVERSIFIED AGGRESSIVE BROKERAGE:	10 TO 12 PERCENT INTEREST (15 PERCENT OF TOTAL); NOTE, OVER THE FIRST YEAR, THE BROKERAGE GREW 11.5 PERCENT IN A POOR ECONOMIC YEAR.
MOST INVESTMENT ETF'S GAIN 75% OF GROWTH IN 5 TO 7 YEARS ACCORDING TO FINANCE WEBSITES.	

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.

What is very important, going forward, in regards to finances when I do finally meet the right woman, is that for major amounts of money invested, I do not believe in debt leveraging or running up credit. For my family going forward, I believe in what is called, as described in the above paragraph: fractional spending of interest on principal. I do not like to use debt, people can get into trouble that way. I would never take out a mortgage to fund a potential venture based on pre market projections with the hope of flipping that business against the property mortgage. Both of my ventures are very low cost with major potential ROI and very low labor excrutiation: e-commerce that is self standing. If another venture were to be formed that required a substantial amount of money in startup, I would try to bring on investors, not pull out loans, or debt leveraging... Too risky. Of principal invested, I spend a “fraction” of the interest earned. This is not necessarily considered “trickle down”, it is considered conservative banking with a mass amount of principal to have access to in case of emergencies. With both parents deceased, and not a lot of family left, if there were an unexpected financial crisis (car repairs, housing repairs, etc), I want to have the proper resources in the bank that can pay off those finances in case of emergency. Therefore, running up debt is not my spending strategy. In one of my favorite movies, “Wall Street: Money Never Sleeps”, Gordon Gekko who was played by Michael Douglas talks about debt leveraging in regards to the “ninja generation”, no income, no job, no assets. He explains that people of that generation pull out a second mortgage to buy more cars, a second house, and assets in the house... tvs, etc. Very risky. When the market or the economy dips, they have to declare bankruptcy or get into further debt to pay off existing loans. Big mistake. Also, when your career is project based, sometimes there is a gap between projects or pay. Better to be smart with spending. With this type of business model, if major purchases are financed, they are typically bought with the mindset that, if needbe, the majority of it could be paid off by what is in the bank.

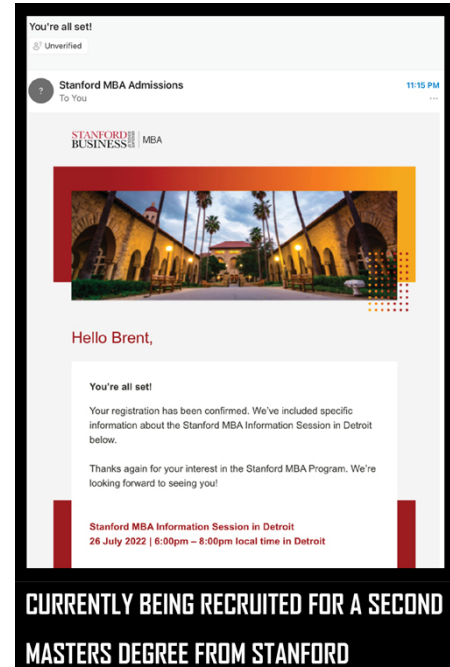
TYPICAL BUT SEEMING ATYPICAL

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



APPROACHED BY FORBES ABOUT WRITING A BOOK BASED ON PROFESSIONAL EXPERIENCES



2:30 pm

Hi Brent J.,

My name is [REDACTED] — I'm the CEO & Founder of Forbes Books (the official publishing partner of Forbes). Based on the information listed on your LinkedIn profile, we think your achievements and level of success could make you an ideal candidate to publish a book with us.

Would you be interested in learning more about the possibility of becoming a published author with the world's largest business brand?

E-COMMERCE MARKETING STRATEGY OF MY OVER 130 SELF CREATED PRODUCTS:

MONETIZATION OF ALL OUTGOING EMAILS

MILLIONS OF EMAILS ARE SENT PER DAY

BY PEOPLE THROUGHOUT THE PLANET. I

HAD THE IDEA TO TAKE BOTH MY PASSIVE

‘SHOPIFY’ LINKS AS WELL AS MY PASSIVE

INCOME HOMEPAGE LINKS AND INSERT

THEM IN THE EMAIL SIGNATURES OF ALL

OUTGOING EMAILS. THIS MEANS THAT

WHEN CONTACTING SOMEONE, RESPONDING

TO SOMEONE, OR IF A SENT EMAIL GETS

FORWARDED, EACH EMAIL INVOLVED IS A

‘POINT OF PURCHASE’ SALE. ALL PRODUCTS

ARE DROP SHIPPING, WHICH LABOR AND

MANUFACTURING COSTS ARE NOTHING, AND

ALL MONEY EARNED IS CONSIDERED PASSIVE

INCOME AND NEAR PROFIT.

=====

Brent J. Zorich MA - BSID - CONTINUING STUDIES IN ENGINEERING
Startup Level Chief Visual Officer
Worldwide Published Technology Entrepreneur

Awarded “Top 100 People in Technology and Innovation”:
THE INTERCON CONFERENCE
(sponsored by FACEBOOK & AMAZON)

20 PAGE PORTFOLIO ::::: <https://brentzorich.com/brentZorichPortfolio.pdf>

CV AND DEMO REEL ::::: <https://www.brentzorich.com/bzCurriculum.html>

SUMMARY OF PASSIVE INCOME VENTURES (OVER 130 SELF DESIGNED E-COMMERCE PRODUCTS):

• VENTURE 2: Sketches of Brent Zorich : 138 PRODUCTS.

- founder, drop shipping e-commerce clothing line
- approached by PR firms attempting to put line in GQ and VOGUE
- projections by firm of Disney, Google, and Amazon of 6 million per year
- only 5 hours a month of total labor maintaining site: print on demand
- only \$700.00 annual burn (\$600 Shopify and \$100 web maintenance)
- PRODUCTS PAGE: <https://www.brentzorich.com/bzFashion.html>

• VENTURE 1: BZP Pro (Autodesk Auth Dev) : 3 PRODUCTS.

- co founder, Siggraph booth, GDC Booth, Harvard & Yale investors
- 5 acquisition negotiations under 3 NDAs for 20 million (3 Fort 500s)
- 3 ILM level e-commerce maya plug-ins quoted as ‘mindblowing’ by Siggraph Chair
- 250 universities on 6 continents received tech out hustling Facebook pre angel inv
- 1 week total labor per year updating technology: direct digital download
- only \$1500.00 annual burn (plug-in maintenance)
- PRODUCTS PAGE: <https://www.brentzorich.com/bzAutorigger.html>

DUE TO SIZE IN GAMING, CONTACTED BY MICHAEL JACKSON’S PR ABOUT REPRESENTATION:

SUMMARY OF EMPLOYERS WHOSE EXPERIENCE INFLUENCED THE VENTURES:

• Adobe

- Photoshop pre release team.

• The White House

- Remote Volunteer Task Force During 1st Trump Administration

• Walt Disney

- Motion Capture R & D on ‘T.O.T.S.’ & ‘Vampirina’

• Sony Pictures

- Rigging prototyping ‘Guardians of the Galaxy Vol 2’

• Lucasfilm

- ‘Star Wars’, ‘Harry Potter 6’, ‘Transformers 2’, ‘Indiana Jones’
- best practices steering committee (1 of 10 members), ILM r & d attendee
- executive trainee, Skywalker Ranch Alum, Spielberg project alum
- work shown to and approved by George Lucas
- rigging Boba Fett & Jabba the Hutt, QA on Ahsoka, Jango Fett, General Grievous, Anakin Skywalker, Kit Fisto, Padme Amidala, Rex
- QA on ILM’s Block Party rigging software porting Linux to Windows
- executive proposal submission to Board of Directors (Offensive Attack Strategy)

• EA Sports

- redesigned rigging system on ‘MADDEN NFL’ & ‘NCAA Football’- Central Football (EA’s biggest title in North America)
- global rig QA on ‘FIFA’, ‘Tiger Woods’, ‘NHL’, ‘Facebreaker’, ‘Harry Potter 5’, ‘MMA’
- modelling and rigging on ‘Superman Returns’

• Take 2 Interactive

- rigging ‘NBA 2K’

• DreamWorks SKG Outreach Program (20 weeks)

- participant trained by sups on ‘Shrek’, ‘Spider-Man 2’, ‘Madagascar’, ‘Shark Tale’

• Discovery Channel (Brave New Pictures)

- rigging and modeling on ‘The Mystery Dinosaur’ (with ‘Jurassic Park’ scientists)

• Gensler (Architecture firm ranked #1 worldwide)

- VW, Lincoln Mercury, Adidas, GTE, shadowed former architect of Frank Gehry
- In firm practice sessions with M. Arthur Gensler AIA (firm founder and most powerful architect on planet)

• NBBJ (Architecture firm ranked #2 worldwide)

- Republic of China, in crit sessions with Chairman of Firm as well as member of Interior Design Hall of Fame

• Nike

- Corporate Permissioned Industrial Design Senior Thesis

• Reebok

- Pitch to CEO as an Entrepreneur

WORLDWIDE MEDIA:

3D ARTIST MAGAZINE “Industry Insider (Two Page Biography) Issue 10” (Worldwide Publication)

3D ARTIST MAGAZINE “Software included with magazine Issue 68” (Worldwide Publication)

3D ARTIST MAGAZINE “Rigging Feature Interview and Cover of mag-Issue 76” (Worldwide Publication)

WALL STREET JOURNAL’S MARKET WATCH “Feature on my biography” (Worldwide Launch)

EDUCATION:

• THE OHIO STATE UNIVERSITY (BS, INDUSTRIAL DESIGN)

• THE OHIO STATE UNIVERSITY (MA, COMPUTER ANIMATION/ GRAPHICS)

• STANFORD UNIVERSITY (CONTINUING STUDIES IN ENGINEERING)

ORGANIZATIONS:

• SIGMA ALPHA EPSILON (Nation’s Largest Fraternity)

BONUS: BRENT'S FAMILY LINEAGE :::: ARCHITECTS, ENGINEERS, SCIENTISTS, FACULTY, AND MILITARY

Brent was born on December 6th, 1974 in Columbus, Ohio. If you believe in astrology, he is a Sagittarius (Greek Astrology) Tiger (Chinese Astrology). Other famous Sagittarius Tigers in the arts, design, and engineering, include Ludwig van Beethoven. His dad, Joseph A. Zorich, was an MBA and Microbiologist from Ohio State who ran the Ohio Department of Health and worked on the Governor's Emergency Medical Task Force; and his mom, Jane "Cookie" Zorich, was a blood lab technician who became a preschool teacher once Brent was four years old. [OBITS] Brent had been informed by his family growing up that on his Italian father's side he is the distant cousin of NFL Hall of Fame quarterback Dan Marino. His Godfather on his father's side as well as his cousins, also from the same family, are engineering alum of The University of Notre Dame; while another of his cousins who have passed is alum of St. Mary's in South Bend, Indiana. The former President of Capital University in Columbus, Ohio, is Brent's cousin as well. Brent is 1/4 Volpe (Sicilian), 1/4 Zorich (Polish), and 1/2 Sotak (Czechoslovakian). For a little history in The Ohio Valley, The Volpe family (over 100 years ago) from Pittsburgh, Pennsylvania, were one of the original "organized" crime families in The United States; and frequently worked with famous mobster Al Capone out of Chicago, Illinois. On his mother's Czechoslovakian side, his grandfather, Gaze Sotak, was in eight major battles in The Pacific as a First Sergeant in the United States Marine Corps in World War II. In one of the battles, he and a few of his men were stranded for approximately fifteen days and left for dead until discovered by United States military patrol. Brent's Czechoslovakian grandmother's lineage on his mother's side, The Fescos, were architects in old country in Prague. His grandfather on his dad's side, Stanley Zorich, was an army veteran of World War II and an avid New York Yankees fan with his favorite player being Derek Jeter. Living through The Great Depression, Stanley taught the family how to conserve money properly and invest in growth accounts.

IN CLOSING:

For fun, Brent enjoys going to four star steakhouse bars to watch ESPN (although he rarely drinks alcohol); lecturing at universities around the country on the topic of video game and visual effects development; and at Starbucks, daily, sketching Frank Gehry influenced deconstructive buildings on his iPad Pro 2 (with APPLE Pencil), using the ADOBE Design Ecosystem software. He is a fan of Ohio State Football, pulls for the The Chicago Bears in the NFC, the AFC North (Pittsburgh Steelers, Baltimore Ravens, Cleveland Browns, and Cincinnati Bengals) in the AFC, and affiliations of Michael Jordan. Freshman year at The Ohio State University Brent was a walk on hopeful for The Ohio State Football team but failed to make the squad due to having bronchitis during tryouts. For a year in college he switched his major from Industrial Design to Pre Allied Medicine, later to switch back, because at the time, he wanted to be a strength coach in the NFL. During his undergrad stay at Ohio State, his roommates were both members of the Ohio State Varsity Football and Varsity Basketball team at the same time. Throughout school he trained football players in the weight room; that study of physiology and biomechanics is directly applicable to the character motions he designs for both film and game characters. In college he practiced Jeet Kune Do: the martial art of Bruce Lee. His favorite movies are Spider-Man 2, The Lord of the Rings, Harry Potter and the Prisoner of Azkaban (that is his favorite movie actually seeing it over thirty times in the theater), The Fantasia Series, and Star Wars Episode III: Revenge of the Sith. His favorite video games are Lord of the Rings: The Two Towers, Harry Potter and the Prisoner of Azkaban, and Battlefront II, all by Electronic Arts for the XBOX; Spider-Man, and God of War for the PlayStation 4; and The Batman Arkham Series by Warner Bros Interactive.

His favorite music acts are Pink Floyd- with his favorite song being "Time": that is his favorite guitar solo which is often what Brent listens to when conceptualizing 'line' in his video game architectural designs; Seal- with his favorite songs being "Future Love Paradise" and "Deep Water": Brent finds Seal's work to be very soothing and relaxing when doing intense programming; Godsmack- with his favorite song being "I Stand Alone": who he often listens to when exercising to clear his head or rendering his designs; Frank Sinatra- with his favorite song being "Fly Me To The Moon": a perfect companion for his coffee in the morning; Metallica- with his favorite song being "Leper Messiah": their heavier, earlier, collection is often what Brent listens to when rendering in his Adobe 'line work' on his IPAD; and U2- with a tie for his two favorite songs being "Gone" and "Until The End Of The World". NOTE: 'The Edge' is his favorite musician as well as his favorite artist to conceptualize his line work portion of his abstract and character shapes to on his IPAD- pre render- while designing. "Until The End Of The World" is also one of U2's favorite songs by them because that is the song they chose to play at their "Rock 'n Roll Hall of Fame" induction. Pending on the design of the video game architectural shape that is being created, Brent will adjust his music appropriately to put him in the proper frame of mind for that desired design intention so that he might pick the proper color palette to render in the line work; ie. if the building is to be a morbid environment that you would potentially associate with Voldemort in Harry Potter IP, he might pick Nine Inch Nails "Heresy" or Nirvana's "On A Plain" over listening to Pink Floyd's "Learning to Fly," so on and so forth. Brent tries to time the 'pulling of the guitar' chords of these respective artists to his stroke on his IPAD, enabling him to create the 'deconstructive style' of design engineering that he enjoys innovating.

Brent's eventual goal would be to be a Chief Visual Officer at a major animation, visual effects, or video game studio similar to someone like Doug Chiang, Hideo Kojima, or John Knoll, with Mark Pincus potential: who he had the pleasure of having a brainstorming session. Companies he had in mind were PlayStation (God of War, Drake's Uncharted Fortune, Last of Us, Spider-Man), Xbox (Halo), Rockstar Games (Grand Theft Auto), Warner Bros Interactive (Harry Potter, Batman, The Lord of the Rings), a return to ILM (Star Wars, Marvel), and a return to Electronic Arts (Star Wars). He looks to the creative visual guidance of Peter Jackson and JK Rowling work for inspiration. Brent hopes to write a memoir one day on his own reflections and professional practices stemming from portfolio experiences as well as collegiate lecturing similar to architect Simon Wylar in the movie "The Lake House" - as a goal Brent would hope that every three years for three months he could take a sabbatical and lecture a studio class at Harvard University in Design, Animation, or Engineering. Brent is hopeful that once one of his ventures are acquired, and the money is invested properly, he will have the resources to operate his own private equity firm that will coincide with Chief Visual Officer tasks.

To some, this resume is almost difficult to believe in its accuracy. That is why if a legal question ever came up in regards to its legitimacy, Brent would be willing to take a polygraph in court to prove its merit. Brent works very hard and would be incredibly upset if people did not give credit for things that he had done in a work environment; and of course, in doing the legal test, Brent would need to be compensated quite considerably and expect those falsely accusing to be terminated from employment. False statements could potentially affect a valuation from an investor who is wanting to put money into a venture that was designed from a skill set acquired in this production experience.

