



# City of Seattle Boards and Commissions Notice of Appointment

<b>Appointee Name:</b> Mark DeLoura		
<b>Board/Commission Name:</b> Community Technology Advisory Board (CTAB)		<b>Position Title:</b> At-Large Member
<input checked="" type="checkbox"/> Appointment OR <input type="checkbox"/> Reappointment		<b>Council Confirmation required?</b> <input checked="" type="checkbox"/> Yes <input type="checkbox"/> No
<b>Appointing Authority:</b> <input type="checkbox"/> Council <input checked="" type="checkbox"/> Mayor <input type="checkbox"/> Other: Specify appointing authority		<b>Term of Office:</b> 1/1/16 12/31/18 <sup>o</sup> 11/18 AH
<b>Residential Neighborhood:</b> Lower Queen Anne	<b>Zip Code:</b> 98109	<b>Contact Phone No.:</b> 415-299-0498
<b>Legislated Authority:</b> Seattle Municipal Code (SMC) 3.22.050		
<p><b>Background:</b> Mark recently moved back to Seattle after two years as Senior Advisor for Digital Media in the White House Office of Science &amp; Technology Policy, where he focused on computer science education, diversity in the tech industry, and utilizing games for education. This included work on Code for America-style initiatives, hackathons and game jams. He is a 1992 UW Computer Science graduate, and subsequently spent over 20 years building technology in the game industry, starting as a software engineer and growing to lead about 300 engineers across 10 locations worldwide.</p> <p>Mark would provide the City with policy and partnership expertise. He is a champion for digital equity and computer science education, and is very enthusiastic about giving back to his hometown and connecting philanthropy and the technology industry to opportunities to accelerate and equalize access to technology and technology education in Seattle.</p>		
<b>Date of Appointment:</b>  3/30/16	<b>Authorizing Signature (original signature):</b> 	<b>Appointing Signatory:</b>  Edward B. Murray Mayor of Seattle

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 CITY OF SEATTLE  
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 CITY CLERK

# Mark DeLoura

## Professional Experience

### 2014 – 2015 Senior Advisor for Digital Media, White House OSTP

Worked with senior administration officials to craft policy proposals, lead events, and deliver speeches to forward administration interests in education and technology. Collaborated with federal agencies, state and local officials, and philanthropic organizations on computer science, games for education, and diversity in tech.

### 2007 – 2013 Game Technology Consultant

Performed CTO game technology consulting for many large and small clients, focused on technology and production pipelines, shared technology strategies, and modernizing middleware usage.

### 2010 – 2012 VP Technology, THQ

Global head of technology for all THQ studios (10) and titles, responsible for company technology strategy, shared implementations, and platform and middleware partnerships.

### 2010 Game Developer Advocate, Google

Led development of Google's game platform strategy, evangelizing internally and externally. Role spanned browser, social, mobile, netbook, television, cloud computing, and various public APIs.

### 2008 VP Technology, GreenScreen Interactive

Directed technology strategy and development for a growing videogame publisher, working with game teams in the United States, Finland, and Australia, and technology providers worldwide.

### 2006 – 2007 Technical Director, Ubisoft North America

Responsible for technical quality of games published by Ubisoft North America (63 simultaneous titles), with specific emphasis on externally developed PlayStation 3 and Xbox 360 titles.

### 2001 – 2006 Manager of Developer Relations, Sony Computer Entertainment America

### 2000 – 2001 Editor-in-Chief, Game Developer magazine, CMP Media

### 1995 – 2000 Software Engineering Lead, Nintendo of America

### 1993 – 1995 Real-Time Systems Engineer, Loral Advanced Distributed Simulation

## Education

### 1992 – 1993 University of North Carolina at Chapel Hill

Attended M.S. Computer Science courses, focus on virtual reality.

### 1988 – 1992 University of Washington, B.S. Computer Science

Graduated with distinction, focus on virtual reality and computer graphics.

## Activities

*Game Programming Gems* book series (volumes 1 - 8 and "Best of"), creator and series editor

*Real-Time Cameras*, book editor

*Journal of Game Development*, creator

Community Technology Advisory Board  
 (Formerly the Citizens Telecommunications & Technology Advisory Board)  
 As of 3/31/2016

10 members: 9 members with two-year terms, renewable for one additional term; and  
 1 Get Engaged young adult member with a one year term. Per **Ordinance Number: 124736**, all subject  
 to Council confirmation.

- 4 At Large Appointed by Council
- 3 At Large Appointed by Mayor
- 3 Special Appointed by Mayor, representatives of
  - Education
  - Public Access to Telecommunications
  - Get Engaged young adult position

D*	G	Position No.	Position Title	Name	Term Start Date	Term End Date	Term #	Appointed By
1	F	1	At Large	Amy Hirotaka	1/1/15	1/1/17	1st	Council
6	F	2	At Large	Heather Lewis	1/1/16	1/1/18	1st	Mayor
6	M	3	At Large	Mark DeLoura	1/1/16	1/1/18	1st	Mayor
1	F	4	At Large	Karia Wong	1/1/15	1/1/17	1st	Council
6	M	5	Education	Carmen Rahm	1/1/15	1/1/17	1st	Mayor
2	F	6	Get Engaged	Iga Fikayo Keme	9/1/15	9/1/16	1st	Mayor
1	M	7	At Large	Chris Alejano	1/1/16	1/1/18	1st	Council
1	M	8	At Large	Joneil M. Sampana	1/1/16	1/1/18	2nd	Mayor
2	F	9	At Large	Nourisha Wells	1//15	1/1/17	2nd	Council
3	M	10	Public Access	Jose Vasquez	1/1/15	1/1/17	1st	Mayor

**Diversity Chart:**

	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)				
	Men	Women	Vacant	Minority	Asian-American	Black/African American	Hispanic/Latino	American Indian/Alaska Native	Other ***	Caucasian/Non-Hispanic	Pacific Islander	Middle Eastern	Multiracial
Mayor	4	2	0	3	1	1	1			3			
Council	1	3	0	4	3	1							
Other													
Total	5	5			4	2	1			3			

**Key:**

\*D List the corresponding *Diversity Chart* number (1 through 9)

\*\*G List *gender*, M or F

\*\*\*Other Includes diversity in any of the following: *race, gender and/or ability*