Big Gods e-Sport



Kyle Mahoney, COO

Mr. Mahoney began his career as a project manager working in various operational capacities, gaining deep knowledge about logistics while working as a contractor for the US military. He began work as a Global Project Manager at Oakwood Worldwide in Santa Monica, facilitating implementations for top tier clients. He transitioned to become the COO at Big Gods eSports in 2017.

Who we are

Big Gods eSport is a Los Angeles based esports organization competing in League of Legends and set to expand into other titles in the near future. Big Gods was founded in 2014 and became one of the leading organizations in the Brazilian esports world competing in games like League of Legends, Heroes of the Storm, Hearthstone, Counter-Strike, and Street Fighter. Big Gods won the Copa America championship, representing Brazil against some of the biggest teams in the world. The team participated in the Spring and Summer Global Championships in South Korea and Sweden and took home a cash prize of \$40,000 dollars for both seasons. Additionally, Big Gods won the League of Legends Challenge Circuit by Riot Games and was promoted to the first division of the League of Legends Brazilian Championship. Our history of strong performances solidified us as one of the top esports organizations in Brazil, but we saw an incredible opportunity to move to the larger North American market and have shifted our resources here, already competing in the NA Challenger Series for League of Legends.

At our core, Big God's will provide the infrastructure, stability, and operational know-how to enable our players to compete at the highest level in their respective games. While this is critical to success, it's important to understand that the true business opportunity lies in the esports club's ability to produce amazing, engaging content that will result in creating lifelong fans. Big Gods will combine our years of esports operational expertise with deep marketing experience to compete with the best and capture the hearts of fans for years to come.



Cause Play



Jonas Huson, CEO

Global mobile and interactive marketing and distribution executive with over 20 years of experience. Mobile, Ethereum, Blockchain, social media and online marketing expert. Skilled presenter, negotiator and communicator with strong analytical and problem-solving abilities. Experience in business development in foreign markets, specifically China and Latin America.

Specialties: Mobile, 360/VR, Blockchain, Ethereum, Coupons/Rebates, Social Gaming, New Media **Production and Content Syndication**

Who we are

CausePlay builds mobile platforms servicing large distribution channels and publishers to deliver content, promotions & advertising. We focus on retail grocery, CPG and non-traditional publishing channels.



Cypress Creek Renewables



LUKE O'DEA, Director Utilities Engineering

Solar power is one of the cleanest, most affordable pathways to energy security. But to make solar a viable energy solution for the greatest number of people, it must be locally generated and easily deployed. At Cypress Creek Renewables, we find that the best way to accomplish this is through the responsible cultivation of small utility-scale, ground-mounted solar farms.

Locally based solar farms that generate 2-25 megawatts of power are an alternative to large-scale solar projects, which require huge parcels of land, can tax the environment and are impractical for most communities. Our small-scale solar development model allows us to build solar farms in underserved areas, thus ensuring clean energy is a viable option for the greatest number of people.

Smaller scale solar farms put clean energy directly into the grid through partnerships with local utilities. Whenever possible, we locate our solar farms close to existing utility substations and within already disturbed areas.



www.ccrenew.com

Ethr Music



Alex Schaffhausen, CEO

Ethr Music is a collaborative listening service. Take your playlists, and broadcast them to your followers. Listen to music with your friends, favorite athletes, musicians, celebrities, idols, and popular ethr users.

Miss the live broadcast? No problem -- simply open ethr and see the musical diaries of the amazing people you follow. Listening together makes music better.

Download ethr to:

- Follow and interact with people you care about.
- Create and broadcast music playlists live to your followers.
- Build up a following with your music choices.
- Discover music through live broadcasts.
- Hear trending playlists, top hits, and key countdown moments.
- Chat live with followers and those you follow.
- Share the sound track to our lives, together in teal time.



Iris.TV



IRIS.TV turns video distribution into a science. We are transforming the video viewing experience online into one that is personalized, highly engaging and turning static web pages into deeply engaging media experiences online.

Six years ago, I was lucky enough to work with some brilliant engineers and data scientists where we built the first in-stream video recommendation engine. We called it Jukebox TV—think "Pandora for Video." By focusing on building better data sets and adaptive machine learning—we built an early iteration of the tech that is now IRIS.TV. I've been designing machine learning systems and programming products to power the future of video and TV since graduating at Pomona College. Throughout my professional career I've worked with artists, creators, media companies and studios with a focus on distribution and product.

At IRIS.TV, our goal is to help publishers and marketers utilize personalized video programming to grow video views and revenue while simplifying operations for desktop, mobile, and OTT video distribution.

We created IRIS.TV to enable publishers and marketers to succeed in three key areas: consumption, engagement, and retention. To increase revenue, you need to organically grow an audience that watches more, watches longer, and watches often.

The IRIS.TV Video Programming Platform utilizes a data-driven approach to publishing, allowing publishers to automate content programming and maximize the value of their audience and video library.



Octopie Network



Isaac Krauss, CEO

He has been a business development consultant, entrepreneur, and content creator. As a business development executive at DG Entertainment, an award winning full service creative agency, he provided unparalleled service to Turner Networks, Machinima, Awesomeness TV, Maker Studios, Microsoft, Warner Brothers, Sony Television, EA and many more. As an entrepreneur, he founded

Assembly Line Games, a mobile gaming startup currently developing its first game. In addition, he has led extensive content creation for major companies such as Playstation, Dreamworks, and Marvel.

About us

Octopie is a digital first animation studio that services the ever-growing culture of online content. Using scalable solutions, we structure our teams to be lean and mean, keeping costs low and workflow optimized. With over 20 years of collective experience in the digital space, we are experts in brand and audience development.



www.octopienetwork.com

Thor Trucks



Dakota Semler, CEO

Serial entrepreneur with track recorder of starting and growing businesses. Grew a business to \$4m in revenue in two years without venture backing.

Truck

Thor trucks allows operators the ability to improve performance within the triple bottom line framework. From meeting stringent regulatory requirements, to a ground up EV powertrain. Thor Trucks are made to outperform conventional diesel vehicles in every way.

Fleet Solutions

Our fleet solutions offer comprehensive tools to managing single truck fleets to nationwide carriers. Thor works with operators to create sustainable solutions for business that integrate operating expenses, vehicle acquisition and disposition, and business trends to improve fleet performance.

Energy

Vehicle refueling infrastructure is the backbone of Thor Trucks' platform. Disparate fueling networks, petroleum pricing volatility, and particulate matter will all be avoided within our modular energy network. Fleets will wonder why it took so long to arrive here.



www.thortrucks.com

Vital Clean Tech Ventures, LLC



Tom McGrath, CEO and Co-Founder

Renewable energy is in Tom's DNA since he was an undergrad at Cornell University. He has kick started several operations and CleanTech companies. Tom brings a creative entrepreneurial drive to our focus on clean renewable BioEnergy. Tom is a Cornell graduate, a Project Management Professional (PMP), has completed sustainable business study through eCornell, and is a

certified Sustainable Resource Management Professional.

About us

Vital CleanTech Ventures (VCV) are a CleanTech project development firm. Through our Public Private Partnership with Renewable Nations Institute, we are launching the "Global Project Accelerator Hub" for the UN Sustainable Energy for ALL (SEforALL) Initiative. We focus on the nexus of sustainable water, soil and energy, deploying tomorrow's solutions today. We bring innovative CleanTech solutions to market.

Vital CleanTech Ventures is a sustainability focused "CleanTech" project development company. We integrate both "Commercial Off-the-Shelf" and "Innovative Break-Through" clean technologies to maximize beneficial outcomes - Profits, People, Planet. We serve our stakeholders, designing solutions based on the triple bottom-line - profit, people, planet. We invest and collaborate on a pipeline of cleantech projects and technologies.



www.vitalcleantech.com