



EXECUTIVE BIO

Alan Husejnagic is Co-Founder, Chairman and CEO of Talent Games Inc (TGI).

The research, experience and vision for Talent Games unfolded itself over 18-years of refining leadership & acquiring specialized skills in Technology, Entertainment and Banking industries.

Upon graduating with a B.Sc. Degree in Chemistry and Psychology (1998) from the University of British Columbia, Alan (extending his musical family tradition) was deeply involved in the Vancouver music scene as a session guitarist. After experiencing the implosion of the music industry and (causal) Internet-polarizing trends, Alan transposed his efforts from creating bands into entrepreneurship and developing brands. His enduring philosophy of *"Art through Science"* is a simple, meaningful and systemized approach for guiding personal and organizational development.

After securing a Canadian Government Grant (2001) for online distribution of medical products, Alan leveraged evolving marketplace conditions combined with intricately-regulated medical industry framework and pioneered a legal online distribution network for global retailing of Point-of-Care products. A rapidly growing company of now 8 full-time employees (working remotely & digitally) was awarded another Government Grant for the Import/Export Business of the Year (2002).

This timely, efficient and high-margin business system enabled product line expansions, new markets and distribution channels, diversified real estate & technology investments, and medical startup consulting in the USA, Canada & China. By continuing to work closely with government regulators (FDA and Health Canada), in conjunction with innovators (eBay, Amazon and Paypal), our ongoing efforts led to a creation of "registered online health care stores + rapid border/customs clearance systems" for international online wholesale distribution and retailing of regulated medical products.

In 2006, at the dawn of a new sporting era of Mixed Martial Arts (MMA), Alan was a private investor, and technology & marketing advisor for Hardcore Championship Fighting (HCF) in Calgary, AB. In 2007, the company secured commission licenses in Alberta & Quebec and established a nationally televised deal with The Score Television Network (Toronto). Evolving into a Producer & subsequently Executive Producer of the show, Alan also led arena bookings, event crews & logistics, ad promos & TV commercials, and live televised event production. Weekly syndicated MMA TV Series aired on The Score (2007-2008) until the entertainment company was acquired by the host TV station in 2009. The show was subsequently rebranded as The Score Fighting Series (2009-2013).

As an avid early investor in Interactive TV startup Infolinx, Alan was brought on as change management consultant on a takeover attempt - that favourably resolved into a radical company pivot. With the international market meltdown (2008), and now economically decimated interactive TV deal with Cox Communications (Atlanta), the core engineering and marketing teams foresaw the impact of mobile phones in consumer markets. The company honed in on a (lagging) commercial sector and repurposed the teams and technology for interactive retail store applications.

These events led to the formation of Qeyos (2009) with business, marketing & software engineering teams assembled from previous ventures. The Company secured a \$250K seed investment and quickly became Qwick Media Inc, raising over \$10M as an international startup with a team of 45 in Vancouver, Canada, 12 in Wuxi (Shanghai, China) and 2 senior business development strategists in Las Vegas, USA. Alan's leadership extended beyond routine COO duties into innovative product design & engineering, OEM contract manufacturing (USA, China, Taiwan), international trade show exhibitions, and SaaS & hardware licensing solutions with the likes of Walmart, Sears, and the International Council of Shopping Centres (ICSC).



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Digital banking. Virtual currencies. Blockchain. The Internet of Money... Despite a lack of functional expertise in the tightly regulated banking industry, but with a sense for macro-opportunities, proven leadership, refined management style, and rising reputation in the Vancouver startup scene, Alan was recruited as the COO of nTrust (2013) - a rapidly growing digital banking & international startup.

With accelerated practicum in global banking regulations, notably FINTRAC (Canada), FINRA (USA), FCA (UK), PCI DSS compliance, private label debit/credit cards, KYC protocols for anti-money laundering and anti-terrorist financing regimes, Alan catalytically led int'l operations with integrated teams in Vancouver (Canada), Manilla (Philippines) and London (UK). Under a covert R&D initiative for creation of FCA/European regulated blockchain cryptocurrency (nCrypt by nTrust), Alan led the market design, planning and operations. A revolutionary digital banking movement and nTrust's market leadership was accelerated via a series of PR events that put the company in front of the mainstream media spotlight.

The perfect team, the perfect product, the perfect timing, the perfect problem... Bitcoin. After a series of engaged internal discussions regarding the importance (and danger) of decentralized blockchain - "The Napster for Money" via Bitcoin "The Internet of Money" - it became apparent that company pivot was not an acceptable market adaptation strategy..

That was then. **This is NOW.**

Talent Games. With a decade long business relationship and a close personal advisor, Steve Owst, a new venture partnership was born. As Co-Founders of Talent Games Inc., Steve and Alan are primary investors, IP & technology designers and orchestrating agents for a company on a mission to apply practical expertise gained in innovation, leadership, and management within Technology, Entertainment and Banking industry specializations. We are directing a well-overdue Talent industry digital reformatting via a creation of a global entertainment brand: "Everything Talent: OnDemand, in one click".

Since the Company's inception, the founders have invested over \$480K for research, consultation, design, technology, legal and critical partnerships to support the core enterprise infrastructure. In Seed A (F&F) Round (Aug 2016 - Mar 2017), the founders have raised over \$200K to systematically conduct controlled marketing tests - and expand technology framework around measurable market demand. With over 53,000 organic worldwide users in early testing phase, on a stable platform and scaleable infrastructure, the Company is ready to accelerate growth. In Seed Round B, we are seeking accredited investors and business partners to rapidly develop the UK & US markets within a \$500K structured capital budget (primary allocation: technology, marketing and operations).

Talent Games' mission is to "Unify World Talent" under a global dome of "Digital Olympics". Our ecosystem offers Teens (Social Stars) a singular point-of-access into a self-service industry solution. Our proprietary system fulfills a present leadership gap and resolves the industry's service fragmentation problems: Tradition (knocking on 100's of doors in a Hollywood maze) VS. Technology (online multimedia jungle with uncharted, borderless, bottomless, and non-contextualized success pathways).

We strive to offer a fun, simple and meaningful alternative for **"Social Talent Discovery, Promotion and Management"**. This digital backbone entertainment ecosystem enables opportunity extensions into interactive television, (first-of-its-kind) Internet Franchising Agencies, and creation of a Teen Virtual Currency. Our "market radar" is powered by ongoing research and applications of basic psychology, global technology & communications framework, centralized cloud data processing, decentralized democratization propelling collaborative economy trends, explosion of blockchain applications... all fusing through a content accessibility funnel and pulled by the social gravity of engagement.

Welcome aboard. It's time for **"Entertainment that Pays™"**. We are banking on it.



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