

Richard E Michaelson

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EDUCATION:

University of Nevada, Reno; Graduate work in Elizabethan Drama

University of Nevada, Reno; Bachelor of Science; Major in Mathematics; minor in Physics

Mt. San Antonio College; Undergraduate studies; Major in Commercial Aviation

Oregon Technical Institute; Undergraduate studies; Field of study Electronics Technology

Klamath Union High School graduate

EXPERIENCE:

IGT; Staff Engineer; 2000 – 2015

Legal Dept.; Advised on continuations of patents; Testified as designated 30(b)(6) witness; Performed forensic analysis of competitor machines directed to patent infringement.

Firmware Dept.; Led projects in Class II gaming products including Electronic Bingo and Finite Pool central determination systems.

Math Team; Led mathematics team that ensured that Game Design products worked as designed before inflicting flawed designs on Firmware Engineering.

Weaver, Fuller, and Dyer, LLC.; Managing Member; 1998 – 2000

Consulted on projects for major gaming companies, Aristocrat, Bally, IGT; Details of work confidential.

Bally Systems; Chief Engineer; 1996 – 1998

Mentored engineers; Designed casino floor protocol, hardware and firmware for Thrillions system (similar to Megabucks).

Spintek International; President; 1994 – 1996

Managed the day to day problems besetting a startup; Designed spinning reel games; Developed a new method of determining game outcomes (US Pat 5,380,008); Wrote an RS485 protocol for distributed game machine hardware.

Bally Systems; Engineering Manager; 1993 – 1994

Mentored engineers; Designed hardware to interface various manufacturer's slot machines to the Bally SDS slot data system.

Hamilton Medical; Firmware Engineer; 1991 – 1993

Wrote firmware for medical laboratory instruments, precision syringes, titrating equipment, X-Y sampling system.

P.I.Kaiser Software; Owner; 1989 – 1991

Consulting firmware design company; Designed firmware for a small SCADA system; Wrote firmware for external and internal underground fuel storage leak detection; Modernized a Velobind binder/debinder.

Syntech International; Firmware Engineer; 1987 – 1989

Wrote firmware for Player Activated Terminals for state lotteries.

Linear Instruments; Hardware Engineer; 1985 – 1987

Designed hardware interfaces for laboratory chart recorders.

IGT; Firmware Engineer; 1981 – 1985

Wrote firmware for Americanization of Aristocrat spinning reel machines; Developed firmware for the IGT M-slot; Developed firmware for the IGT S-slot; Developed video slot games including a 9-coin video game with three sets of three reels.

P.I.Kaiser, Inc.; Co-owner, Firmware Engineer; 1980 – 1981

Designed and manufactured progressive jackpot systems; Designed a conversion kit to replace Bally 870 electromechanical works with microprocessor controlled electronics.

Summit Systems; Slot machine designer; 1980

Designed slot games and firmware for spinning reel slot with solenoid driven stop arms.

Lynch Communications; Manufacturing Engineer; 1979 – 1980

Designed test equipment for new products in N-carrier, subscriber carrier, and T-carrier telecommunications equipment.

Harrah's Hotel and Casino, Reno; Electronics Maintenance Technician, Slot Mechanic, and Electronics Engineer; 1973 – 1979

Maintained sound, video, and other electronic systems in the casino; Maintained electronic slot machines; Designed firmware and hardware for Harrah's microprocessor controlled slot machines.

Lear Motors; Electronics Technician; 1970 – 1973

Prototyped solid-state brushless electric motor drives; Designed a 20 kVA 3 phase to DC intelligent front end for a motor drive; Programmed a discrete component digital computer for sawmill networks.

U.S. PATENTS:

- 5,380,008 Electronic gaming apparatus
- 6,626,758 Random pay gaming method and system
- 6,866,584 Apparatus and method for generating a pool of seeds for a central determination gaming system
- 6,988,946 Central determination gaming system with a central controller providing a game outcome and a gaming terminal determining a presentation of the provided game outcome
- 7,291,069 Central determination gaming system with a game outcome generated by a gaming terminal and approved by a central controller
- 7,329,183 Central determination gaming system where the same seed is used to generate the outcomes for a primary game and a secondary game
- 7,399,227 Central determination gaming system with a keno game
- 7,473,176 Apparatus and method for generating a pool of seeds for a central determination gaming system
- 7,479,062 Apparatus and method for generating a pool of seeds for a central determination gaming system
- 7,572,183 Gaming machine including redo feature
- 7,628,703 Central determination gaming system with a gaming terminal assisting the central controller in the generation of a game outcome
- 7,651,392 Gaming device system having partial progressive payout
- 7,811,168 Random pay gaming system using weighting function with maximum, minimum, and average value
- 7,819,743 Gaming machine including redo feature
- 7,833,093 Central determination gaming system where the same seed is used to generate the outcomes for a primary game and a secondary game
- 7,871,328 Random pay using non-gaming revenue
- 7,887,415 Random payout while maintaining the progressive prize pool at the predetermined average pool size
- 7,951,004 Multi-player bingo game with progressive jackpots
- 7,959,509 Multi-player bingo game with optional progressive jackpot wager
- 7,980,947 Flexible determination of progressive awards
- 8,062,119 Apparatus and method for memorization poker
- 8,070,578 Central determination gaming system with a central controller providing a game outcome and a gaming terminal determining a presentation of the provided game outcome

8,079,902 Central determination gaming system with a game outcome generated by a gaming terminal and approved by a central controller

8,157,652 Interactive gaming table

8,192,279 Multi-player bingo game with optional progressive jackpot wager

8,251,824 Central determination gaming system with a keno game

8,272,937 Central determination gaming system with a game outcome generated by a gaming terminal and approved by a central controller

8,328,623 Apparatus and method for memorization poker

8,337,295 Central determination gaming system with a game outcome generated by a gaming terminal and approved by a central controller

8,449,378 Gaming system, gaming device and method for utilizing bitcoins

8,523,657 Gaming system, gaming device and method for utilizing bitcoins

8,579,709 Multi-player bingo game with progressive jackpots

8,684,832 Multi-player bingo game with optional progressive jackpot wager

8,864,573 Gaming with fee-type wagering

9,053,602 Flexible determination of progressive awards

9,177,443 Multi-player bingo game with progressive jackpots