

BIOGRAPHY

Matt Booty

BSCEE, 1988, Electrical and Computer Engineering

MFA, 1992, Theatre (College of Liberal Arts)

Position: Interim CEO/President

Company: Midway Games

Matthew Booty has served Midway Games as the Interim CEO and President since March 2008. Prior to that, since June 2004 he served as Senior Vice President — Worldwide Studios and before that since June 1999 he served in various capacities in its product development organization, ultimately being promoted to Vice President — Product Development in June 2002. Matt started at Midway in 1991 as an audio engineer working on hardware and software for pinball and video sound systems. His first major project was the DCS digital sound system, which was used in coin-op pinball, video, novelty and gaming for more than six years after its development. From 1992 to 1995 he was the manager of the Sound Department and led the integration of professional recording techniques and equipment into game audio and the expansion of the group to a peak of seven composers and an audio engineer. In 1995 Matt moved into game programming and worked on the 3D fighting game War Gods, which was, among other things, the first hard disk-based coin-op game developed at Midway. His first project as a team leader and game designer was the arcade game Hyperdrive in 1996, and after that in 1998 he was the team leader on the coin-op racing game CART Fury which was then released for the Sony Playstation2. He subsequently focused on project management and worked on several video game projects in a leadership and managerial role. He has a BS degree in computer and electrical engineering and a Master of Fine Arts degree, both from Purdue University.