Omnichannel CMO and strategist: proven success in brand strategy, positioning, and development; data-driven market strategies; creating ROI in challenging markets; entertainment and digital media marketing; customer acquisition and retention; ecommerce; creative leadership; and general management. B2C and B2B expertise.

EXECUTIVE EXPERIENCE

Chief Marketing Officer, BSE Global

November 2017-March 2019

CMO and member of core leadership team across all BSE brands, including the Brooklyn Nets; Barclays Center; the Long Island Nets; the Nets Gaming Crew esports team; the New York Islanders; Nassau Coliseum; and Brooklyn Boxing. Led six teams: Team Marketing; Content and Creative; Retail and Merchandising; Community Relations; Game Presentation; and a newly created Marketing Technology team. Launched multiple successful projects including innovative Nets/Islanders ticketing campaigns creating a significant lift in single game, partial plan, and season purchases; Nets City Edition jersey and marketing platform (league award winner); new customer data platform, adtech and martech infrastructure; the NetsGC esports team creation and launch; Barclays Center 2.0 buildout; Brooklyn Nets China market expansion; and the Brooklyn Nets content initiative.

CMO/Executive-in-Residence, Sopris Capital Associates

May 2017- present

Executive in residence acting as CMO and strategist across multiple portfolio companies, primarily in the disruptive technology space. Leading all market-related disciplines, including B2C and B2B marketing, brand definition, business modeling, and global market expansion.

Board Advisor, Lucid

April 2015- present

Chief Marketing Officer, Lucid

April 2015- January 2017

Investor, advisor, and acting CMO for this high-growth data technology company (a Sopris portfolio company). Recreated and designed the company's brand, digital presence, and market message; led global market strategy. Integral part of leadership team driving >70% YoY revenue growth in both 2015 and 2016, taking company from 60 to >200 employees and closing \$60M funding round in 2017. Company now valued above \$700M.

SVP, Content & Marketing, Live Nation Entertainment

January 2013-March 2015

Senior marketing and content executive at the world's largest live entertainment company and third largest ecommerce company. Led direct-to-fan and sponsorship-related marketing and digital development; managed content production and experiential marketing teams. Drove triple digit growth in key digital customer metrics and 36% increase in digital advertising revenue. Responsible for LNE corporate brand strategy and investor relations marketing. Led strategic partnerships across divisions.

Consulting CMO building out brands and digital marketing platforms across more than forty Buzzmedia-owned web publishing properties in preparation for SpinMedia acquisition and merger.

Consulting Head of Digital Marketing, EMI Music NA

July 2010-December 2011

Project-specific 18-month consulting engagement leading digital (mobile, online, and other) strategy and marketing for EMI's priority brands, including The Beatles and Pink Floyd. Managed Beatles/iTunes launch; developed leading-edge digital creative strategies (apps, VR/AR, affinity communities, interactive/experiential campaigns).

Investor/Advisor, RealD

2007 - 2011

Chief Marketing Officer, RealD

2007 - 2008

Marketing and brand chief for the global leader in 3D cinema. Launched RealD's consumer brand. Initiated and closed major studio deals (DreamWorks, Warner Bros. Pictures, New Line Cinema); managed exhibitor relations. Led cross-channel marketing and media campaigns (print to interactive), media relations, and B2B/B2C strategy.

EVP, Marketing, GoTV Networks

2005-2007

Marketing leader, board member, and key exec at very early mobile video provider, responsible for rebrand, brand strategy, online and offline B2B and B2C marketing, PR/communications, and partnerships.

SVP, Business Development, Buy.com

2003-2005

Senior executive at Buy.com's applications companies and media store, responsible for consumer ecommerce experience, online merchandising, business development, media strategy, brand extension, and content acquisition/licensing. Created industry-wide digital entertainment standards.

Vice President, Creative, BMG Music Publishing

2001-2003

Head of North American creative and creative operations for world's fourth largest music publisher. Closed > \$8M in talent deals; grew income from labels, film/TV, and advertising by over 30%.

Vice President, Marketing, Napster

1999-2001

Senior executive in founding management team, leading marketing, PR, product, business development, and brand strategy for the fastest-growing Internet application in history. Successfully managed one of the top three brands on the Internet from a user base of 1M to 70M worldwide: the world's largest online community.

Senior Director, A&R, Sony Music Entertainment

1995-1999

Talent development director at Sony's WORK Group label. Projects included Moby, Fiona Apple, Jamiroquai, and two multiplatinum soundtracks.

Education: Simon's Rock – the Early College (the early admissions branch of Bard College) and Emerson College.

Bachelor of Science in Mass Communication, Emerson College.

Board of Directors Member/Advisor: Lucid; DivX; East African Social Ventures; Crushroom; Swipecast; ThreeSixtyEight.

Awarded: NBA Retail Triple Threat Award. *WIRED* Magazine award for Best Guerrilla Marketing. *Fortune* Mobile Breakout Company. *Fast Company* Fast 50. Webby Award, Best Music Site. Top Tech Story 2015, IdeaVillage. *Billboard* 100 Twitter Accounts to Follow and Twitter 140. Nominee, Ada Lovelace Award for Women in Tech 2016.

Other Things: Traveled in over 45 countries; volunteer experience in U.S. and developing world; dive, swim, and climb things; passionate about global economic and environmental change, basketball, and music. Exhibited/published humanitarian and fine art photographer.