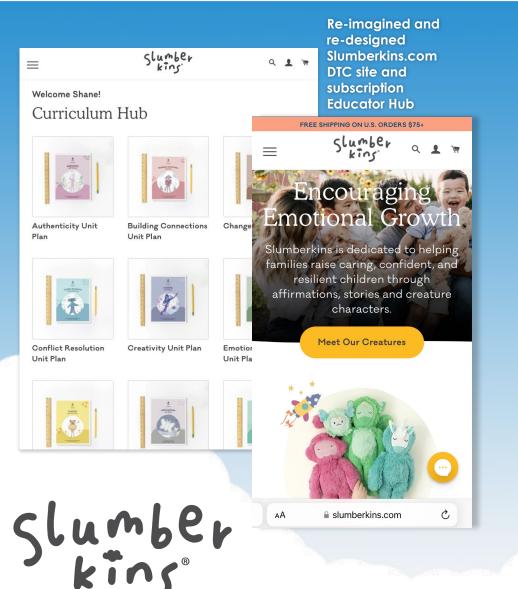
# SHANE LINDLEY PORTFOLIO

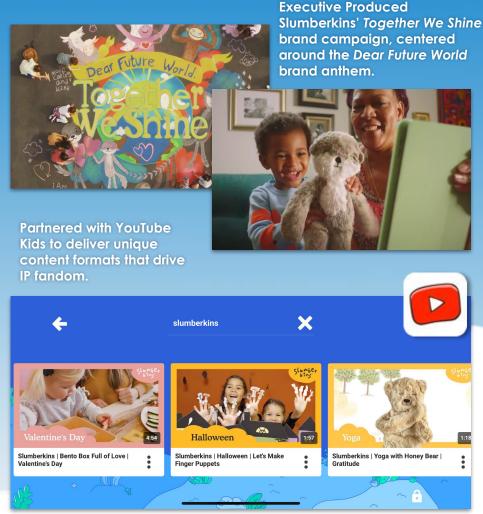
shane@imaginaryeric.com 203.947.0719

## Vice President, Digital Products & Programming

Established the digital ecosystem vision of Slumberkins, transforming a linear Direct to Consumer physical product business into a content-driven digital media franchise for kids, families and educators.







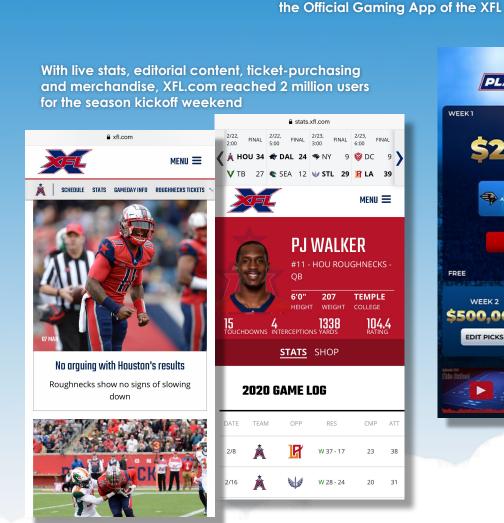
shane@imaginaryeric.com 203.947.0719

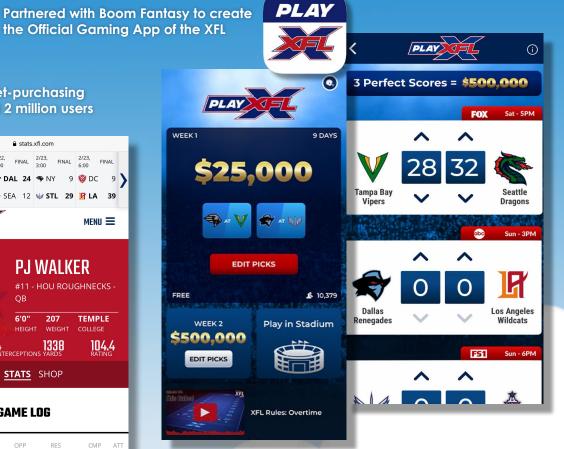
### Vice President, Digital Products

Accountable for the strategy and development of the XFL's fan-facing digital product portfolio. Built and led product management team partnering with industry-leading sports technology vendors.

The Official XFL App reached #1 in The App Store sports category, with 13.5K ratings and a 4.8 review average





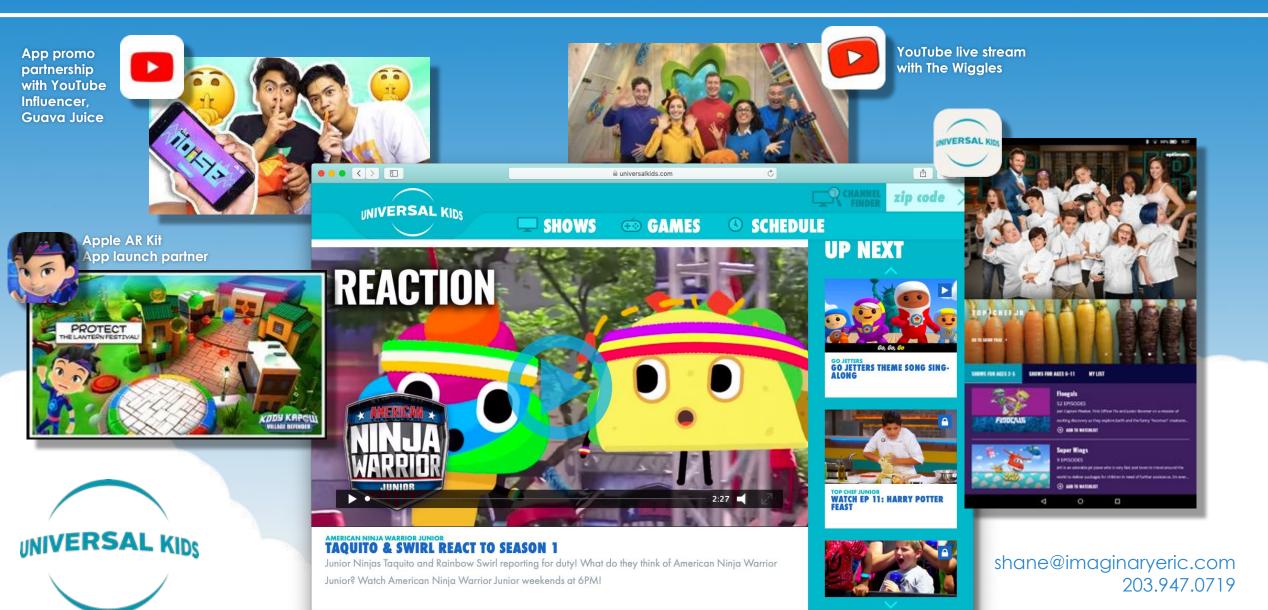




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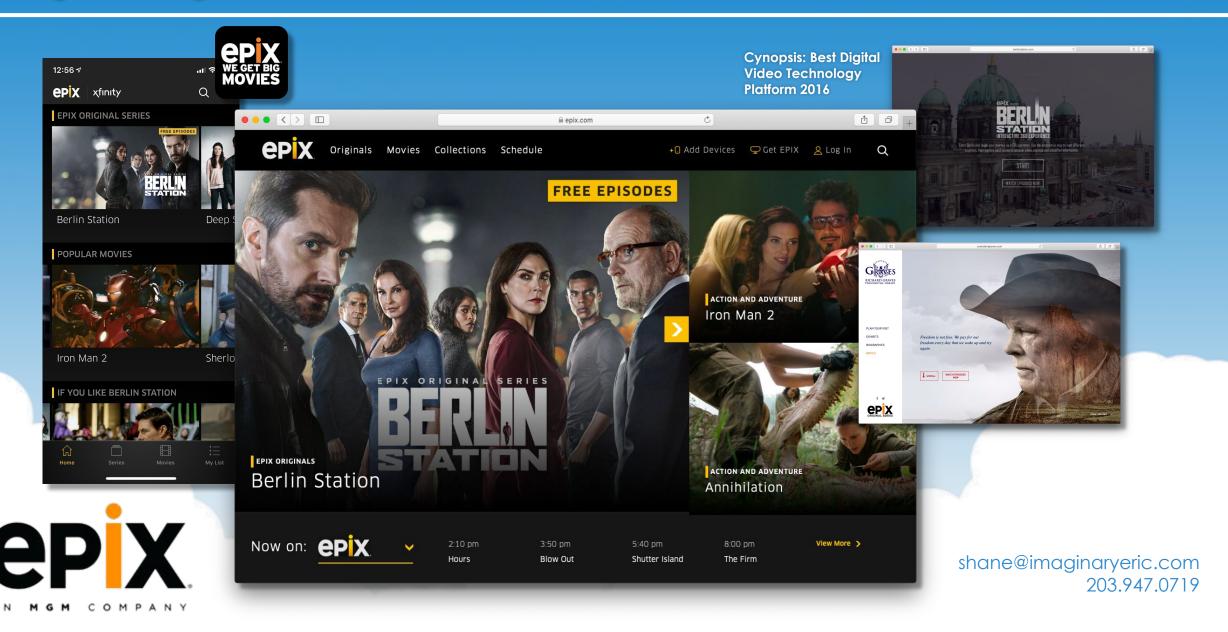
#### Vice President, Digital

Lead the digital rebranding and launch of Universal Kids. Spearheaded the creation of content and digital platforms including web, mobile apps, TVE, VOD, YouTube and YouTube Kids.



## Senior Director, Digital Programming & Product

Oversaw the relaunch of epix.com, combining third-party creative agencies with in-house technology teams. Managed feature enhancements for EPIX apps across a range of digital platforms.



### Director, Digital Publishing

Built and lead DreamWorks Animation's first vertical digital business, combining incredible in-house creative talent with world-class international development agencies and vendors.















#### **Senior Producer**

Produced over 25 of Disney Consumer Products' first and second generation of premium mobile apps, across iOS and Android and localized for international territories.























Bob Iger Innovation Award 2013

Apple Book App of the Year Nominee 2012

Product Innovation Award
Disney Publishing Worldwide
2011

Product of the Year Award
Disney Consumer Products
2013































