

## ROSS ALAN DANNENBERG

### Curriculum Vitae

#### PROFESSIONAL EXPERIENCE

Banner & Witcoff, Ltd., Washington, DC

##### Attorney

*Class A Shareholder (akin to Equity/Senior Partner)*

*Class B Shareholder (akin to Income/Junior Partner)*

*Associate*

- Procure intellectual property, including patents, copyrights and trademarks, before the United States Patent & Trademark Office and the United States Copyright Office.  
Representative clients include:
  - Citrix Systems, Inc.
  - Mentor Graphics Corporation
  - Jagex Limited (developer of *RuneScape* online game)
  - Wargaming.net LLP (developer of *World of Tanks* online game)
  - Thomson Reuters
  - atebits llc
- Enforce intellectual property rights through litigation in the Federal courts of the United States. Representative cases:
  - ***Wargaming.net LLP v. Changyou et al.***, N.D.Ill., Case No. 1:13-cv-03444 (settled October 2014). Copyright infringement litigation regarding clone of Wargaming's *World of Tanks* by Changyou's *Project Tank*.
  - ***Wargaming.net LLP v. Worldoftankshop.com. et al.***, N.D. Ill., Case No. 1:12-cv-04312. Judgment March 22, 2013, in favor of Wargaming.net for \$438,913.28.
  - ***Jagex Limited v. Impulse Software et al.***, D.Mass, Case No. 1:10-cv-10216 (concluded 2012). Obtained financial judgment and permanent injunction against defendants based on development of software usable to cheat within Jagex's *RuneScape* online game.
  - ***Paltalk Holdings Inc. v. Sony Computer Entertainment America Inc. et al.***, E.D.Tex., Case No. 2-09-cv-00274 (concluded 2010). Obtained favorable judgment of no patent infringement and dismissal from lawsuit on behalf of Defendant **Jagex Limited**.
  - ***Jagex Limited v. John Doe***, N.D.Cal., Case No. 3:09-cv-05285 (concluded 2010). Obtained discovery from Google Inc. to learn identity of individual that uploaded to YouTube.com a video of an unreleased Jagex video game.
- Perform all facets of patent prosecution, including new application drafting, analysis of Office Actions, and managing appeals and interferences before the U.S.P.T.O. Board of Patent Appeals and Interferences.
- Counsel clients regarding copyright clearance and other issues, including copyright prosecution, licensing, and enforcement, with respect to music, artwork, software, video games, and audiovisual works.
- Counsel clients regarding computer and Internet issues, including gaming, computer crime, e-commerce, Internet privacy, software development, and related contractual issues.
- Preparation of transactional documents to license clients' intellectual property rights according to business needs, including preparation of sales agreements, license agreements, revenue sharing agreements, confidentiality and nondisclosure agreements, and related documents.
- Maintain knowledge of legal issues with respect to video game law, computer law, computer software, business methods, Internet/e-commerce, networking and telecommunications, and other high-technology areas.
- Counsel clients regarding infringement, validity, and enforceability of patents and copyrights.
- Counsel clients regarding compliance with Children's Online Privacy Protection Act (COPPA) and related FTC rules and guidelines.
- Managed design and construction of Banner & Witcoff's award winning Washington, DC, office, including \$4M budget and relocation process, in 2007.

2000 – Present

2008 – Present

2005-2008

2000-2005

Carnival Cruise Lines, Miami, Florida

**Information Systems Manager**

**January 1995 – June 1997**

- Managed computer network administration and hotel computer systems on board cruise ships ranging in size from 28,000 tons (700 passengers) to 77,000 tons (2,500 passengers).
- Network manager of integrated network systems including approximately 50 PC's and redundant Sun SPARCstation systems with approximately 30 Wyse terminals for use by Ship's Officers, as well as Hotel, Entertainment, Casino, Gift Shop, and Spa staffs on board each cruise ship.

EDUCATION

The George Washington University Law School

**Juris Doctor**

**2000**

- Journal: *The Environmental Lawyer*
- 1L Summer (1998): *Sughrue, Mion, Zinn, Macpeak and Seas*
- 2L Summer (1999): *Flehr, Hohbach, Test, Albritton and Herbert (later acquired by Dorsey & Whitney)*
- 2L and 3L Clerk (Fall 1998 – April 2000): *Chaires & Associates*

Georgia Institute of Technology

**B.S. in Computer Science**

**1994**

- Recipient of competitive internship with Telia AB in Helsingborg, Sweden, awarded by the International Association for the Exchange of Students for Technical Experience (IAESTE).
- Student Ambassador
- Lambda Chi Alpha social Fraternity (President, 1993-1994)
- Full tuition scholarship for first two years (ended due to change in major)

TEACHING EXPERIENCE

George Mason University Law School, Arlington, Virginia

**Adjunct Instructor**

**2004-2012**

- Law 191: Copyright Law (2004-Present)
- Law 292: Patent Law II (Spring 2006, Assisted Bradley Wright)
- Law 367: Survey of Intellectual Property (Spring 2004-2005, Assisted Joseph Skerpon)

Virginia Polytechnic Institute and State University, Blacksburg, Virginia

**Adjunct Instructor**

**Fall 2003**

- CS 4984: Introduction to Computer Law

PROFESSIONAL AFFILIATIONS

- Supreme Court of the United States of America (2014)
- Video Game Bar Association (2011, Founding Member)
- Virginia State Bar (2000)
- Eastern District of Virginia (2000)
- Fourth Circuit Court of Appeals (2000)
- United States Patent & Trademark Office (2001)
- District of Columbia Bar (2001)
- Federal Circuit Court of Appeals (2001)
- International Technology Law Association (formerly Computer Law Association)(2000-2004)
- American Bar Association, IPL Section Division VII Vice-Chair ( 2011-2013), IPL Section Committee on Computer Gaming and Virtual Worlds, Inaugural Co-Chair (2007-2010)
- Independent Game Developer's Association, Intellectual Property Rights Steering Committee, 2009-2011
- Lawyer-Pilots Bar Association (Licensed Private Pilot) (2000-2003)
- American Intellectual Property Law Association
- Washington Area Lawyers for the Arts (clinic volunteer, 2000-2002)
- American MENSA® (Member ID#: 1130909)

TECHNICAL EXPERIENCE

- Substantive programming experience in a variety of programming languages, including SLScript, HTML, C, C++, Pascal, BASIC, and DOS and Unix scripting. Familiarity with Java, JavaScript, C#, SOAP, Ada, Smalltalk, Cobol, Fortran, and Lisp.

PUBLICATIONS (PUBLISHED BOOKS IN **BOLD**), **SPEAKING ENGAGEMENTS**, AND **INTERVIEWS/QUOTES**

- Editor-in-Chief, *Patent Arcade*, 2005-Present, [www.PatentArcade.com](http://www.PatentArcade.com).
- R. Dannenberg & G. Israelsen, **Supreme IP: The Supreme Court Weighs in on IP Rights**, B&W Intellectual Property Update, Autumn 2014.
- Cited by M. Garcia, **Browsewrap: A Unique Solution to the Slippery Slope of the Clickwrap Conundrum**, Campbell Law Review, Vol. 36, No. 1, Fall 2013.
- R. Dannenberg & R. Kapur, **Promoting Your Game With a Game: Legal Trouble Spots to Watch Out For With Sweepstakes and Contests**, B&W Intellectual Property Update, Spring/Summer 2013.
- Quoted by D.N.Griffiths, Street Fights and Block Wars - How EA vs Zynga Works, And What It Might Mean, Forbes Online, August 10, 2012, published at <http://www.forbes.com/sites/danielnyegriffiths/2012/08/10/street-fights-and-block-wars-how-ea-vs-zynga-works-and-what-it-might-mean/>.
- Quoted by Kohler, Chris, *CourtVille: Why Unclear Laws Put EA v. Zynga Up for Grabs*, WIRED Online, August 8, 2012, published at <http://www.wired.com/gamelife/2012/08/ea-sues-zynga/>.
- Wolf, Mark J.P., **Before the Crash: Early Video Game History**, Wayne State University Press, May 2012 (Contributor)
- Featured in "Playing Video Games," February 28, 2012, Legal Bisnow
- Quoted by Laird, Sam, As Users Rail Against GoDaddy, Unpacking the SOPA Supporter List, December 23, 2011, Mashable.com, published at <http://mashable.com/2011/12/22/godaddy-sopa-supporter-list/>.
- Dannenberg, Ross, **The American Bar Association's Legal Guide to Video Game Development**, American Bar Association, August 2011
- T. Smedley & R. Dannenberg, Building a Better Mousetrap: If It's Virtual, Can Its Patent Be Infringed?, *Landslide*, Col. 3, No. 4, March/April 2011.
- Featured in Legal Bisnow, *App for That*, October 8, 2010, published at [http://www.bisnow.com/washington\\_dc\\_legal\\_news\\_story.php?p=10576](http://www.bisnow.com/washington_dc_legal_news_story.php?p=10576)
- Panelist at Penny Arcade Expo, September 5, 2010, Seattle, WA
- Dannenberg et al., **Computer Games and Virtual Worlds: The New Frontier in Intellectual Property Law**, American Bar Association, 2010
- Panelist at Triangle Games Conference, Raleigh, North Caroline, April 8, 2010
- Speaker at Game Developers Conference (GDC 2010), Video Game IP: What you need to know NOW, San Francisco, CA, March 11, 2010
- Interviewed in IGDA Perspectives newsletter, Frontlines: Q&A with Ross A. Dannenberg, February 2010
- T. Smedley & R. Dannenberg, *Enforceability of Machine Patents in Virtual Worlds*, *Journal of Internet Law*, vol. 13, no. 7, January 2010.
- Presentation at Game Developers Conference-China, Video Game IP: What you need to know NOW, Shanghai, China, October 13, 2009
- Presentation at B&W Corporate IP Seminar CLE Program, Copyrights: an audiovisual tour, Chicago, Illinois, September 18, 2009
- Presentation at B&W Corporate IP Seminar CLE Program, Developing and protecting your brand in a virtual world, Chicago, Illinois, September 18, 2009
- Panelist at Penny Arcade Expo, Hot Topics in Legal Issues and Video Games, Seattle, Washington, September 4, 2009
- R. Dannenberg & D. Gerk, *DMCA Copyright Protection: Uniquely American or Common & Uniform Abroad?*, *Intellectual Property & Technology Law Journal*, Vol. 21, No. 5, May 2009, pp. 1-7.
- Kirby, Carrie, Avatars, attorneys in new world of virtual law, *San Francisco Chronicle*, April 27, 2009, published at <http://www.sfgate.com/cgi-bin/article.cgi?f=/c/a/2009/04/27/BUH0172A42.DTL&type=printable>.
- Jones, Willie D., 'Til Lawsuits Do Us Part, *IEEE Spectrum Magazine*, April 2009, available at <http://spectrum.ieee.org/apr09/8353>.
- Presentation at ABA IP Section Spring Meeting, Best Practices for Working in a Virtual World, April 3, 2009, Arlington, Virginia.
- Presentation at GDC 2009, Adventures in Video Game Patent Litigation, March 27, 2009, San Francisco, California.
- R. Dannenberg, *The Rocky Legal Landscape of Virtual Worlds*, [www.LinuxInsider.com](http://www.LinuxInsider.com), published in three parts on Nov. 12 (trademarks), 19 (patents), and 26 (copyrights), 2008, at <http://www.linuxinsider.com/story/65119.html>.
- Stefanini, Sara, Virtual Worlds Driving New Real World IP Questions, *IPLaw360*, September 30, 2008, published at <http://ip.law360.com/articles/70602>.
- Presentation at Penny Arcade Expo 2008, Legal Issues in Video Game Development, August 31, 2008, Seattle, Washington.
- Raphael, JR, Open Source Wins Landmark Legal Validation, *LinuxInsider*, August 14, 2008, published at <http://www.linuxinsider.com/story/Open-Source-Wins-Landmark-Legal-Validation-64164.html>.
- Seilor, Joey, Lawyers Settle Second Life Dispute; See Evidence of Legal Carelessness in Virtual Worlds, *Virtual World News*, August 4, 2008, published at <http://www.virtualworldsnews.com/2008/08/lawyers-settle.html>.
- Burger, Andrew, Tarot Cards, Palm Reading, and Apple Patents, July 31, 2008, *MacNewsWorld*, published at <http://www.macnewsworld.com/story/Tarot-Cards-Palm-Reading-and-Apple-Patents-63994.html>.

- Presentation at ABA IP Section Spring Meeting, April 2008, Virtual IP: Is it real or just a roll of the dice?, Arlington, Virginia
- R. Dannenberg & S. Chang, *Hey, That's MY Game! Intellectual Property Protection for Video Games*, www.Gamasutra.com, February 25, 2008.
- Wong, Wailin, Motorola, RIM trade lawsuits over patents, February 19, 2008, Chicago Tribune, print edition and online at [http://www.chicagotribune.com/business/chi-tue\\_moto0219feb19,0,6402975.story](http://www.chicagotribune.com/business/chi-tue_moto0219feb19,0,6402975.story).
- Mello, Jr., John P., RIAA's Next Target: Usenet, October 19, 2007, TechNewsWorld, published at <http://www.technewsworld.com/story/59875.html>.
- Kravets, David, RIAA Sues Usenet, Decries It As 'Brazen Outlaw', October 16, 2007, Wired.com, published at [http://www.wired.com/politics/law/news/2007/10/riaa\\_usenet](http://www.wired.com/politics/law/news/2007/10/riaa_usenet).
- Morphy, Erika, Google Shields Own Backside With Antipiracy Filter, October 16, 2007, E-Commerce Times, published at <http://www.ecommercetimes.com/story/59862.html>.
- Swartz, Jon, Judge Delays Ruling on Whether to Toss Facebook Lawsuit, July 25, 2007, USA Today, published at [http://www.usatoday.com/money/industries/technology/2007-07-25-facebook-lawsuit\\_N.htm](http://www.usatoday.com/money/industries/technology/2007-07-25-facebook-lawsuit_N.htm).
- Wong, Kenneth, SAP Admits to 'Inappropriate' Oracle Code Downloads, July 3, 2007, Bloomberg.com, published at [http://www.bloomberg.com/apps/news?pid=email\\_en&refer=home&sid=aJcPaBi.iORc#](http://www.bloomberg.com/apps/news?pid=email_en&refer=home&sid=aJcPaBi.iORc#).
- R. Dannenberg, *Film Sanitization - Copyright Infringement or Educational Fair Use?*, Banner & Witcoff Intellectual Property UPDATE, Summer 2007, republished on the Patent Arcade, www.PatentArcade.com, June 15, 2007.
- Van Buskirk, Eliot, Webcasters' Doom Could Remix the Future of Music, May 14, 2007, WIRED, published at [http://www.wired.com/entertainment/music/commentary/listeningpost/2007/05/listeningpost\\_0514](http://www.wired.com/entertainment/music/commentary/listeningpost/2007/05/listeningpost_0514)
- Graham, Jefferson, Google takes hits from YouTube's use of video clips, USA Today, February 13, 2007, published online at [http://www.usatoday.com/tech/news/2007-02-12-google-youtube\\_x.htm](http://www.usatoday.com/tech/news/2007-02-12-google-youtube_x.htm).
- R. Dannenberg & S. Chang, *The Ten Most Important Video Game Patents*, www.Gamasutra.com, January 19, 2007.
- Morphy, Erika, Nintendo's Wiimote Subject of Patent Suit, E-Commerce Times, December 12, 2006, published at <http://www.ecommercetimes.com/story/54690.html>.
- Claburn, Thomas, Virtual Worlds Collide With Real Laws, Information Week, December 7, 2006, published online at <http://informationweek.com/news/showArticle.jhtml?articleID=196602466>.
- Sullivan, Laurie, Geek Squad Slapped With Restraining Order in Piracy Case, TechWeb News, April 13, 2006, published online at <http://www.techweb.com/wire/software/185301335>.
- R. Dannenberg, *Copyright Protection for Digitally Delivered Music: A Global Affair*, Intellectual Property & Technology Law Journal, Vol. 18, No. 2, February 2006.
- R. Dannenberg & S. Chang, *It's Just a Game, Right? Top Mythconceptions on Patent Protection of Video Games*, Gamasutra.com, May 31, 2005. Republished by Game Industry News, www.GameIndustry.com, October 21, 2005. Republished by ipFrontline.com, www.ipFrontline.com, January 10, 2006. Scheduled for republication by Playthings Magazine in 2006.
- Grokster Chokes, But Its Illegal Software Lives On, IP Law Bulletin, November 8, 2005.
- 3 Questions: Video Gaming Development Cuts Costs Offshore, IT Business Edge, May 11, 2005, Issue 19, Vol. 2.
- Spaeder, Karen E., Right of Way: Net is a new breeding ground for copyright infringement, Law Office Computing, December/January 2005.
- Bro, R. H., *The E-Business Legal Arsenal: Practitioner Agreements and Checklists*, ABA Publishing, 2004 (Contributor)
- Songini, Marc L., Wild Card Contracts, ComputerWorld, November 22, 2004
- Sternstein, A., USPTO Goes Digital: After 200 years, patent documentation is searchable online, Federal Computer Week, August 30, 2004.
- R. Dannenberg, *An Inventor's Guide for Preserving Patent Rights*, Information Display, Vol. 19, No. 8, August 2003.
- R. Dannenberg, *The Life and Times of My Legal Research*, Law Library Lights, Vol. 45, No. 3, Spring, 2002.

#### PERSONAL INTERESTS

Scuba Diving, Aviation, Performance Driving