

Craig Miller is a well-known writer/producer and consultant in the animation and games industry. He has over 150 produced credits on projects ranging from *The Smurfs* to *GI Joe* to *Curious George* (Fall 2006 on PBS). Other recent work includes developing and writing series for Australia and China. He's been a guest speaker at events like the International Conference on Television Animation (Positano, Italy), the Annecy Animation Festival (Annecy, France) and the Interactive Games Festival (Edinburgh, Scotland). He teaches a course on writing for Animators and Game Designers at the Art Institute of California.

Jess Miller has been costuming for almost 30 years (and isn't afraid to admit it) starting with the Northern Renaissance Pleasure Faire and proceeding all over the costuming landscape. She especially likes to take descriptions from books and figure out just what the author was thinking. She also likes to take historical forms of clothing and playing with them. She has a BA in Art with an emphasis in textiles and further coursework in Anthropology, which only makes her that much more confused. She has run the Masquerade at LosCon for the last three years, and is looking forward to what Animé Los Angeles will bring.

Sabrina Moore, aka Lumisnow or chaipnai, is our Scavenger Hunt organizer. She is 20 years old and studies Geography at CSUN, hoping to become a professor in the field. It has been at least 11 years since she started watching animé (yes, it was *Sailor Moon*) and her first cosplay was at Animé Expo 2004.

Austin Osueke is the founder and CEO of eigoMANGA, LLC. He is the publisher of American manga anthology series *RUMBLE PAK* and the shoujo anthology series *SAKURA PAKK*. In addition, he is a producer the San Francisco's animé-themed radio broadcast, *Shibuya Airways* and the producer animé music video television program, *Animé Mix*. Austin's credits also involve freelance translation and editing for Viz Media's publications, *Flame of Recca*, *Basara*, *Full Moon*, and *Rurouni Kenshin*. He also produced and broadcasted Sony Music Japan's *Pop Japan TV* for college cable television. Osueke also is an event

promoter for year-round animé-themed events produced by eigoMANGA. Austin Osueke founded eigoMANGA.com in 2000 and the website is regarded as pioneering comics for the internet. Austin and eigoMANGA are now producing comic content for Playstation Portable, cell phone providers, and Asian wireless devices. Austin contributes to the San Francisco Cartoon Art Museum and writes animé-themed editorials for *AsianWeek Newspaper*. Austin's work with eigoMANGA has been featured frequently in *Wizard Magazine*, *Animé Insider*, *LO Magazine*, *Lo Fi Magazine*, *AsianWeek*, *StirTV*, *GamerNation*, and the San Jose Art Museum. He and his team at eigoMANGA have hosted manga themed workshops year-round at conventions such as Anime Expo, Fanime, Wonder Con, and Comic Con. eigoMANGA's artists have worked on projects for *Jimmy Kimmel Live*, Comedy Central, *AniMatrix*, *Final Fantasy: Spirits Within*, and Toyota Scion. eigoMANGA's artists are currently producing an original animation series for Nickelodeon called *Teapot* scheduled to broadcast in the Fall of 2006.

Fred Patten became an active s/f fan in 1960. He has attended most Worldcons and Westercons since then, and was the Chairman of the 1974 Westercon and 1987 Loscon. He was a co-founder of the first Japanese animation fan club, the Cartoon/Fantasy Organization, in 1977. He wrote regular animé columns for many years for *Animation World Magazine*, *Comics Buyer's Guide*, and *Newtype USA*, and he has been a consultant for many animation and animé film festivals. He was a manager at Streamline Pictures, one of America's earliest animé specialty companies, from 1991 to 2003, and was a freelance writer from then until he had a stroke in early 2005. He is still active in LASFS and its apa, APA-L, and reviews anthropomorphic literature for the online *Anthro* magazine. He is the editor of *Best in Show: Fifteen Years of Outstanding Furry Fiction* (Sofawolf Press, 2003), and the author of *Watching Animé, Reading Manga: 25 Years of Essays and Reviews* (Stone Bridge Press, 2004). He will be the Fan Guest of Honor at Loscon 33 in November 2006.

Becky Phelps is a medical transcriptionist for a growing company of home-visitation doctors. Her many hobbies include roleplaying, swordfighting, costume design and creation, reading, writing and drawing. In fact, she has an art page at <http://lokotei.deviantart.com>. Her love affair with animation has gone on longer than she can remember, starting (and still continuing) with Disney's animation, and since moving on to animé, flash, and videogames. She has been married since September of 2005 to Wayne Phelps (appearing alongside her in *Whose Line is it Animé*, to which she replies, "sorry, girls, he's taken ^_~"), and is currently working on becoming a "real adult" with financial security so that they can start a family.

Wayne "The Man" Phelps currently works for Infiniti as a car salesman. Wayne's hobbies include being a GM for BESM (Big Eyes Small Mouth) campaigns. Wayne is also a huge *Star Wars* fan. Some of Wayne's favorite animé include *Card Captor Sakura*, *Gravitation*, *Inital D*, *Fushigi Yugi*, and *Winx*.

PMBQ – Artist Guest of Honor, see program book page 4.

Tadao Tomomatsu: Actor, Comedian, etc. Being a Second Generation Japanese American, he caught his animé bug from manga sent by his relatives and moved up to the heavier stuff during the holidays and Duty Free Shopping during his infrequent Visits to Japan. Old school like *Doriamon*, *Paman*, *Gatchaman*, *Hatori Ninja* and graduating to *Speed Racer*, *Yamato*, *Zendaman* etc. Currently being kept somewhat up to speed by his friends with episodes of *Witch Hunter Robin*, *R.O.D.* and other odd ecclectics during his on/off production schedules in Hollywood. He's seen many things from the Good the Bad and the Mecha. Currently known internationally from the Game Show *Banzai* as Mr.Shake-Hands Man, as well as various Movies and TV shows. See tadaotomomatsu.com.

Greg Weisman (BA Stanford, MPW U.S.C.) has been a story-teller all his life. His first professional work was as an Associate Editor and Freelance Writer for DC Comics, where he worked on the *Captain Atom* title, among others. Greg worked at Walt Disney Television Animation from 1989 until 1996. He rose through the ranks to become the Director of Series Development for the division, working on such diverse properties as *Darkwing Duck*, *Gummi Bears*, *Tail Spin*, *Bonkers*, *Raw Toonage*, *Duck Tales the Movie*, *Aladdin the Series* and *The Mighty Ducks*, among others. In 1991, Greg and his team created and developed a new series for Disney: *Gargoyles*. Greg left his position as an executive to become the Supervising Producer and Supervising Story Editor of the first 66 episodes of that series. In 1996-1998, Greg worked at DreamWorks Television Animation, where he also developed numerous series, and is now a full-time Freelance Writer, Story Editor, Producer and Voice Director. He has written scripts for *Men In Black*, *Disney's Hercules*, *Big Guy & Rusty the Boy Robot*, *Max Steel*, *Buzz Lightyear of Star Command*, *The Mummy*, *Kim Possible*, *The Batman*, *Alien Racers* and *Bionicle: Mask of Light*, among others. Greg was nominated for an Emmy for his work on *Roughnecks: The Starship Troopers Chronicles*. He has also voice directed the original DVD Movie, *Atlantis: Milo's Return* and the English dub of the Japanese animé video series *3x3 Eyes*. Greg is currently producing and story editing the second season of *W.I.T.C.H.* Greg is blessed to have a wonderful wife, Beth, two great kids, Erin and Benny, two cats, Iggy and Bigtime and two basset hounds, Abraham and Sami. Greg regularly answers questions from his fans about *Gargoyles* in "Ask Greg" at Station 8.

Whose Line is it Animé is a improv comedy group that picks at animé and video games through a variety of skits. From the dating game to our "Scenes from a Cabbit." We also love to get audience suggestions on themes and characters we should make fun of, as well as call up on people to participate in our skits, but don't worry, participation is not mandatory to see our skit. Come on by and have a good laugh.