



James Thornton

Chief Executive Officer

Jim is co-founder, chairman, and CEO at Tafi, which operates a leading marketplace of 3D assets (Daz 3D) serving professional and recreational artists worldwide; the company has expanded to become one of the leading avatar engines for AR, VR, and mobile platforms. Jim's previous positions include the most senior leadership role in public, private equity, and venture-backed companies, including Cricut and Apogee Enterprises. He earned an MBA with honors at the University of Notre Dame, studied Economics at the University of Utah, completed executive education programs in artificial intelligence and blockchain at MIT, and data analytics at the Wharton School of Business.

Matthew (Matt) Wilburn

President

Matt is co-founder and president at Tafi. Matt's previous roles include senior leadership positions in public, private equity, and venture-backed companies, including Yahoo!, Cricut, and IRI. He earned an MBA at Northwestern University, a BA at the University of Utah, and completed executive education programs in artificial intelligence and blockchain at MIT.

Preston Woo

Chief Strategy Officer / Chief Financial Officer

Preston is Chief Financial Officer and Head of Strategy at Tafi. His previous roles include Chief Financial Officer and Head of Corporate Development at Sarcos Robotics, and Chief Strategy Officer at Ossia Inc., where he was responsible for key partnerships with Walmart, T-Mobile, Saint-Gobain, BOE Technology Group, and many others. He earned both a BS in Economics and an MBA at the University of Pennsylvania.

Ty Duperron

Chief Product Officer

Ty has led software and video game organizations on an international scale over the past ten years, including teams based in the United States, Canada, India, Ukraine, China, and the Philippines. A mark of Ty's creativity and operating proficiency, he has shipped more than 14 titles across multiple platforms, working with some of the world's most prominent video game companies and titles. He has worked closely with blockbuster motion picture firms, top apparel brands, and professional sports leagues. Ty spent the first decade of his career as a professional digital artist, specializing as a 3D modeler/generalist for film and video games. Ty has also worked as a technical artist, graphic designer, and in marketing management.