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California State Assembly

ARTS, ENTERTAINMENT, SPORTS, AND TOURISM AND
PRIVACY AND CONSUMER PROTECTION



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JOINT INFORMATIONAL HEARING
ASSEMBLY COMMITTEE ON ARTS, ENTERTAINMENT, SPORTS AND TOURISM AND THE
ASSEMBLY COMMITTEE ON PRIVACY AND CONSUMER PROTECTION

USAGE OF ARTIFICIAL INTELLIGENCE (A.I.) IN THE ENTERTAINMENT INDUSTRY

May 28, 2024
10 a.m. to 1 p.m.
1021 O Street, Room 1100

PANELIST BIOS

Panel 1: Academic Overview of the Industry's Advances and Usage of Technology

Dr. Ben Zhao, Neubauer Professor of Computer Science, University of Chicago

Dr. Ben Zhao is a chair professor of computer science at University of Chicago, with degrees from Yale and UC Berkeley, and 20+ years of experience in research on security, privacy and machine learning/AI. He has been studying the potential and real harms resulting from misuse of AI since 2016, most recently generative AI's significant harms on multiple segments of human creative industries. His research has won numerous awards worldwide, and his tools Glaze and Nightshade are used (and advocated) by hundreds of thousands of artists around the world.

Panel 2: A.I.'s Impact on Music Production

Dr. Moiya McTier, Senior Advisor, Human Artistry Campaign

Dr. Moiya McTier is an astrophysicist, folklorist, and senior advisor to the Human Artistry Campaign. After graduating from Harvard as the first person to study both astronomy and mythology, she became the first Black woman to earn an astrophysics PhD at Columbia. Now Dr. Moiya works as a science communicator making the universe feel less strange and unexplainable. As both a scientist and creative writer who has used AI in various aspects of her work, Dr. Moiya is uniquely positioned to understand the nuances of generative AI and its impact on media.

Chris Horton, Senior Vice President of Strategic Technology, Universal Music Group

Chris Horton leads Universal Music Group's (UMG) Strategic Technology team, which is responsible for the technology aspects of digital partner deals, as well as long-term non-IT technology strategy and policy. He has been involved with UMG's digital distribution deals for more than 20 years, including the first successful download and subscription services.

Chris and his team work on product, policy, and strategy across technologies including content identification, high-resolution audio, stem-based formats, VR/AR, web3, and AI. He has developed and co-founded various music industry standards and standards bodies, including DDEX. He currently coordinates UMG's AI Task Force and UMG's AI Review Team.

Chris received his undergraduate and M.Eng. degrees in computer science from the Massachusetts Institute of Technology, where he focused on AI.

Patrick Sabatini, Senior Vice President of Legal and Business Affairs, Warner Music Group

Patrick Sabatini is Senior Vice President, Legal and Business Affairs at Warner Music Nashville. His legal career has been focused on the music and entertainment industries and he has spent approximately half of his twenty-three year legal career in-house and the other half in private practice, advising on recording and music publishing matters, brand-integration, strategic partnerships, and other music industry matters including copyright and trademark issues.

Prior to Warner Music Nashville, Patrick has been Senior Vice President of Business and Legal Affairs and Deputy General Counsel at Global Music Rights in Los Angeles, Partner at Serling Rooks Hunter, et. al. in Nashville, Vice President of Business Affairs for Warner Bros. Records Inc. in Burbank, CA, and senior associate at such firms as Myman Greenspan, et. al. and the entertainment practice group of Manatt Phelps & Phillips, LLP, each in Los Angeles.

Prior to attending law school, Patrick was a graduate of the Berklee College of Music, was an A&R Administrator at Arista Records in New York, and worked as a recording engineer, music mixer and post-production mixer prior to and during law school at Pepperdine.

Panel 3: A.I.'s Impact on Film and Television Production

Jason George, Actor and Board Member, SAG-AFTRA

Jason Winston George is an Emmy-nominated actor with over 50 guest-star and 10 series regular television roles to his credit in primetime television. He currently stars as Dr. Ben Warren in the hit series *Station 19*, a spinoff from *Grey's Anatomy*.

After receiving a Bachelor of Arts from University of Virginia, Jason went on to get his Master of Fine Arts in acting from Temple University. Originally, Jason, under the guidance of his mentor – a Virginia Supreme Court Justice – had mapped out a career path in law. However, after a college friend coaxed him into taking an acting class, Jason beat out 14,000 hopefuls in a nationwide search and landed his first major acting job on Aaron Spelling's "Sunset Beach."

When not onstage or in front of the camera, Jason's passion turns to educating and engaging with other artists and young people. He has lectured, hosted panels, or given speeches for many at-risk youth groups, schools and universities, such as University of Virginia, Duke Ellington School of the Arts, Philadelphia's Youth Study Center and the National Association of Latino Independent Producers.

He has dedicated the last several decades giving back to those in the arts, serving on the boards for the Temple's School of Communications and Theater, the Frank Nelson Memorial Sick and Benefit Fund, SAG-AFTRA and the SAG-AFTRA Foundation. Jason is currently a SAG-AFTRA national board member, local board member in Los Angeles, and the co-chair of the unions' national Government Affairs and Public Policy Committee. He has been chair or co-chair of the SAG-AFTRA's National and Los Angeles EEO Committees, and has been part of the unions' negotiating teams for the last several primetime television and film contracts, where he has been instrumental in helping to protect performers and championing diversity.

Drew Leung, Concept Designer and Artist, Local 800 Art Directors Guild

Andrew “Drew” Leung is a Los Angeles based artist, filmmaker, and concept designer. He is the director the animated short documentary, “The Chemical Factory”, now a LA Times Short Doc. His more recent commercial work includes concept work for feature films like *Wakanda Forever*, *The Black Panther*, *Lord of the Rings: Rings of Power*, and *Mulan*. Leung had his start in the film industry as a matte painter for *Sky Captain and the World of Tomorrow*. His diverse past in visual effects and feature animation brings special insight into story driven design and world building.

Leung has received a Certificate of Appreciation from the The Art Directors Guild for Oscar winning movies *La La Land* and *Black Panther*; and has appeared in multiple publications of Spectrum Fantastic Art. He is also a lecturer at the University of California Los Angeles: School of Theater, Film, and Television. He is also a member of the Academy of Motion Pictures and Sciences Production Design branch.

When he's not at his desk, he's a father and motorcyclist.

Panel 4: Artists’ Perspective on A.I. and Entertainment

Tiana Oreglia, Concept Artist

Tiana Oreglia is a concept artist, illustrator, and comic artist for games. As a Sheridan animation graduate, she has experience in both the animation and video game industry, primarily working in indie scene with her most recent credit being the game "Voodoo Detective". She's currently a contract artist at Valve Software.

Dr. Ben Zhao, Neubauer Professor of Computer Science, University of Chicago

(see Panel 1).