Wm. Wayne Evans, Expert Witness
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# ~CoachWayne!®

A veteran coach in the world of **Gymnastics** and **Cheerleading**, CoachWayne has taught private lessons, camps/clinics, and classes in both the United States and Europe. Among his accolades, CoachWayne **authored** the Amazon.com top-seller <u>How to do a Better Back Handspring</u> and numerous other publications in the field. His "TumblingTips" articles are read by hundreds of thousands of tumbling students and instructors worldwide. He was the **Executive Coach and daily Trainer of Olympic Gymnast**, Zuzana Sekerova (SVK). He has been a **Master Coach and Clinician for more than 100 professional tumbling instructors** for cheerleading, dance, and gymnastics through his Tumbling Instructor Skill Certification clinics. He was the **Head Coach for the Savannah College of Art and Design** Cheerleading team for competitions and games. Having performed as a gymnast, dancer, and cheerleader, CoachWayne continues to share his experience with new generations of students and instructors.

# **GYMNASTICS, TUMBLING, CHEERLEADING**

~CoachWayne! Augmented Training Labs Software Developer: CoCoach/FasTrak Digital Training System May 2017- Current Savannah, GA

Real-time interactive, semi-autonomous expert training system for gymnastic tumbling conditioning drills. This "digital assistant coach" augments live instructors in Gymnastics, Cheerleading, and Acrobatic/Dance Studio environments. Student exercises are compared against benchmark standards for key metrics, prompting contextually adaptive feedback. Targeted to ages 6-12. Subscription model. Phase two Beta tests in six US States. Awarded startup incentives from Google Cloud for Startups, Nvidia Inception Program, and Georgia Tech's Advanced Technology Accelerator Program (ATDC). Web & Standalone via Unity3D.

~CoachWayne!® Gymnastics, LLC MemberManager July 1991 - Current Savannah, GA

Tumbling Instructor	2019 - Current
CoCoach/FasTrak Software: (multiple locations)	2017 - Current
N.A. Distributor: IWA Gymnastics Shoes of Crailsheim, Germany.	2009 - Current
Clinician: Tumbling Instructor Skill Certification Clinics:	2001 - Current
Franchisor: ~CoachWayne!® Gymnastics Schools	2013 - 2015
Head Coach for the Savannah College of Art and Design, Cheerleading Team	2001 - 2007
Executive Coach & Trainer for Slovakian Olympic Gymnast: Zuzana Sekerova	2002 - 2007
Event Delegation Chief for the Slovak Gymnastics Federation	2004 - 2005
Federal Contractor, Ft. Stewart, GA. US Army/NAF/MWR (Gymnastics)	2010 - 2012

Gymnastics Practitioner, since 1977

Cheerleader 1981-1984

Dance/Stage/Performing Artist 1983-2002

Apprentice/Assistant Coach, 1979-1988 Serving Mr. Ronald "Coach O" Eugene Oertley, Georgia

Southern College (GSU) & Body Mechanix Gymnastics School

Camp/Clinic Instructor 1982- Present

Visiting Coach, Consulting Coach, Staff Coach, Senior Managing Coach to private gymnastics

clubs: 1982-1994

### **ECONOMIC DEVELOPMENT**

Sac and Fox Nation (SFN)
Director. Department of Ec

Director, Department of Economic Development

May 2015 - April 2017

Stroud, OK

Sac and Fox Nation (SFN) is a Federally Recognized, Native American Tribal Government. Reported directly to the five-member Board of Elected Leadership (Officially: "The Business Committee"). The newly formed Department was commissioned to enhance current revenue streams & develop additional revenue streams for SFN. Start-up. Responsible for executing the Department Mission with full Management and Operational control.

Ohio County Industrial Foundation (OCIF)
Executive Director, Industrial Foundation and Chamber of Commerce
January 1991- November 1995
Hartford, KY

OCIF is a traditional Community Economic Development Organization (EDO). Responsibilities included Industrial Recruitment, Retention, and Expansion as well as Tourism & Community Development. Functions included procuring land options for greenfield sites and managing spec building/industrial park leasing/sales. Coordinated ongoing community and a statewide media relations campaign. Highlights include \$7 million freshwater plant funding and implementation (via 1% payroll tax). Lobbied the County Fiscal Court and keynoted a Public Hearing on the issue. Spearheaded recruitment of \$46 million Poultry Complex (Perdue Farms) resulting in 800 direct jobs, 200 family-operated grow-houses & major Corn/Feed Mill operations in the multi-county Green River region (\$250 million in local economic impact.) International industrial visitation tours; Transport (Rail, Barge & HWY) & utility negotiation coordination.

#### **EDUCATION & CREDENTIALS**

AUSTIN PEAY STATE UNIVERSITY

Completed Junior Year of Studies toward Bachelors of Arts.

Clarksville, TN

Major: Public Relations Minor: Art History

UNIVERSITY OF KENTUCKY

Hopkinsville Community College Campus

Associate of Arts (AA) Degree Awarded, with Honors. Summa Cum Laude

Hopkinsville, KY

Phi Theta Kappa, Honor Fraternity

Major: Communication Minor: Mathematics

**Expert Witness Training** 

"Law 101: Legal Guide for the Forensic Expert" United States Department of Justice / National Institute of Justice. Certificate of Completion\* 2020

## **Software Development Training**

Udacity.com: (Google MOOC)

"Tensorflow"\*\*

"Android Basics"\*\*

"Intro to Computer Science"\*\*

"Programming Foundations with Python"\*\*

"Machine Learning to Deep Learning"\*\*

"Deep Neural Networks"\*\*

"Convolutional Neural Networks"\*\*

"Deep Models for Text and Sequences"\*\*

January 1989- May 1991

2016-2019

June 1991 - December 1992

Udemy.com: (MOOC)

2017-2018

2019

2020

"Complete C# Unity Developer"\*\*

"Voice Controlled AR Apps & Cloud-Based AI"\*\*

"Beginners Guide to Machine Learning with Unity"\*\*

"Discover Voice Controlled AR Apps & Cloud-Based AI"

"Introduction to Unity"\*\*

UiPath: (RPA: Robotic Process Automation MOOC)

RPA Awareness Training\* UiPath Licensing Training\* RPA Starter Training\*

Ai Computer Vision\* Business Analyst\*

UnityLearn:

Intro to the Unity Physics Engine - 2019.3\*

Unity Physics Engine: Forces\* Unity Physics Engine: Energy\*

Tessellating meshes in PiXYZ studio\*

Unity x LEGO Microgame Live Learning\*

Other\*\*: 2017-2020

Developer Skills: Scrum, Lean, Agile, Iterative Design, User Experience (UX);

Languages: PHP, MySQL, JavaScript, GSuite, CPanel, .NET, GitHub, VisualStudio, C#, API, Specialty: Unity-MARSAugmented Reality (XR), Adobe Creative Suite, Microsoft Office Suite.

\*coursework, certification, or diploma completed
\*\* targeted skills only

#### **PUBLICATIONS**

The Way of Champions Youth Sport-Motivation audiobook © 1991.

<u>How to Do a Better Back-Handspring</u>, I - VII, VHS-Format Book Set. VHS/DVD. (Amazon.com Special Interest, Category TopSeller © 1991)

CoachWayne.com © 1997-Current

The Basic Handstand Position VHS/DVD © 2001

"TumblingTips" Articles: © 1999-2004 Cheerleading. About.com, American-Gymnast.com, Journal of British Cheerleading, and CoachWayne.com

Animated eBooks:

How to Turn your Hands the Right Way in your Back-Handspring © 2003

Benchmarks of Excellence © 2004

Jump, Set, Tuck © 2006

Cross-Arm Spot ©2006

Spotting the Standing Back-Tuck © 2006

Gymnastics Jump © 2006

Lunge Step to Handstand © 2006

Punch Front Tuck © 2006

Hand Placement in the Round-off © 2006

Straight-Body Fall © 2006

Gymnastics Skill Evaluation Program © 2008 (derivative works)

~CoachWayne! Gymnastics Franchising, Inc.: <u>Franchise Disclosure Document</u> (FDD); <u>Daily Operations Manual</u>; <u>Pre-opening Procedures Manual</u>; <u>Owner/Operator and Employee Training Curricula</u> (c) 2014 [With programs for Gymnastics, Cheerleading, Acrobatics, Mini-Trampoline, Ballet, Martial Arts]

#### ASTM:

Committee F24 on Amusement Rides and Devices (trampolines, zip lines, climbing walls & adventure attractions)
Committee F08 on Sports Equipment, Playing Surfaces, and Facilities
Committee F45 on Robotics, Automation, and Autonomous Systems

META: Supervision, Youth, Negligence, Standard of Care, Personal Injury, Sports & Recreation, Trampoline, Policies & Procedures, Curriculum, Accident Reconstruction, 3D Trial Presentation. 3D Animation, 3D Scene Visualization