



GODSPAWN AUTHOR BIOS

NOVEL

A. Zoic is a pseudonym for the fictional works of an accomplished non-fiction author, new-media consultant and conference speaker. He has co-founded two corporations that have become billion dollar multi-media service providers.

His fiction-writing career began as a way to survive the loneliness of starting businesses in strange countries. Thereafter, he continued writing out of his homes in Toronto, Canada and London, UK. His fiction-writing talents evolved gradually for 15-years, under the tutelage of professional editors and awarded authors.



Godspawn is A. Zoic's first novel, receiving critical acclaim from U.S. publishers and being downloaded tens of thousands of times by readers in over 20-countries. The author has four degrees: two graduate degrees in communications and computers, and two post-graduate degrees in business and media. He currently writes whitepapers, websites and industry trend articles for companies involved in new-media and broadcasting. One of the companies A. Zoic founded is [InSeed](#).

SCREENPLAY

At age seven, Diana had already begun a writing career that has culminated in a prolific collection of short stories, novels and screenplays, involving elements of science fiction, the supernatural and occasionally horror. To this day, she retains the yellowed pages of stories she wrote in elementary school.

A native of Canada, she lived and worked in England for several years and now makes Los Angeles her home. An admitted eccentric she surrounds herself with an entourage of animals, houseplants and Art Deco memorabilia. A member of the International High IQ Society, her interviews, scripts and stories can be found at [DiannaKempJones](#).



STORYBOARD

Sheridan Professor Dan Zen was awarded Educator of the Year at the 2008 Canadian New Media Awards, and has introduced pioneering curriculum such as interactive movies and social Web applications, to thousands of students.

Dan became Professor and Coordinator of Curriculum for the Sheridan Interactive Multimedia one-year post-grad program in 2002, after being awarded the CNMA Programmer of the Year. Dan also teaches in Web technologies with the School of Applied Computing and Engineering Sciences and in gaming with the University of Toronto Cultural Communication and Information Technology Program. Dan's games and gadgets: [DanZen](#).

