

KEVIN TSUJIHARA
CHAIRMAN AND CHIEF EXECUTIVE OFFICER
WARNER BROS.

As Chairman and Chief Executive Officer of Warner Bros., Kevin Tsujihara oversees worldwide operations, including the production, marketing and distribution of film, television and video games, for one of the most innovative and successful entertainment companies in the world. Combining a strong entrepreneurial spirit with the resources of a storied Hollywood studio, Tsujihara is focused on making Warner Bros. technologically innovative, astute and nimble in a rapidly evolving marketplace, while honoring its almost-100-year history.

Warner Bros., a WarnerMedia company, is a global leader in every type of entertainment and their related businesses, across all current and emerging media and platforms. Under Tsujihara's leadership, Warner Bros. is the only studio with leading positions in film, television and videogames, as well as highly successful home entertainment and consumer products divisions. Warner Bros. is also home to DC Entertainment, creator of the world's most popular and valuable superheroes. Tsujihara identified DC as a priority when he became CEO, and today, DC's characters and stories drive every business in which the Studio operates, generating billions in revenue. Reflecting the Studio's global perspective, Tsujihara has also made diversity and inclusion a companywide business imperative, working to create a workforce and a roster of film, TV and digital content that reflect the diverse global audience Warner Bros. serves.

Under Tsujihara's leadership, Warner Bros. had its most profitable year ever in 2017, driven by outstanding performance across the company, including its television, film, videogame and consumer products operations. These results follow record success and profitability in both 2015 and 2016.

Tsujihara has been at the Studio for 24 years. Prior to serving as CEO, he was President of Warner Bros. Home Entertainment, which included home video, digital distribution, video games, anti-piracy and emerging technology operations, a post he assumed at WBHE's founding in October 2005. At WBHE, he helped lead the company through the first wave of the digital transition, was a decisive and unifying voice across the industry in ushering in the Blu-ray format and established new digital delivery platforms and business models. Meanwhile, as other film studios were exiting the games business, he saw a huge opportunity. Tsujihara managed talent, assets and growth through acquisitions to create Warner Bros. Interactive Entertainment, the only studio-based videogame company in the industry, which is now top-ranked and has revenues exceeding \$1 billion annually.

Previous to WBHE, Tsujihara served as Executive Vice President, Corporate Business Development & Strategy, Warner Bros. Entertainment and, before that, Executive Vice President, New Media, responsible for the oversight of all Warner Bros.' new media

endeavors. He joined Warner Bros. in 1994 as Director, Special Projects, Finance. He later went on to assist in the management of the company's interest in Six Flags.

Tsujihara received his bachelor's degree in business administration from the University of Southern California and his MBA from Stanford University.

In addition to his professional commitments, Tsujihara sits on the Board of Directors for the MPAA and the board of LA 2028, the committee overseeing Los Angeles' bid to host the 2028 Olympic games. He is a member of the Board of Trustees of the AFI and the MPTF Foundation Board of Governors and serves on the Stanford Graduate School of Business Advisory Council and the USC School of Cinematic Arts Board of Councilors. He is a member of the Academy of Motion Picture Arts and Sciences, BAFTA and the Los Angeles Coalition for the Economy & Jobs.