

ALI KOJORI, (Date of birth: June 22th, 1966)
- Producer - 187 Ride or Die

Ali attended Douglas College studying computer science from 1991 to 1993. From there, he went to the Digipen Computer Graphics Institute taking courses in Art Foundation and 3D Graphics. In 1994, he was accepted into the Vancouver Film School and 3D FX program where he acquired more skills in order to face the industry.

That same year (1994), he was hired at Morning Glory Images as an FX animator for 'The Outer Limits' television series.

In 1995, Mainframe Entertainment, took notice of his talents and employed him as an FX/Character Animator/Lead Animator on such shows as 'Reboot', 'Transformers Beast Wars', and as Supervising Animator on 'Shadow Raiders' (War Planets), and 'Weirdos'.

He has taught animation and special effects at the British Columbia Institute of Technology, Van Arts, and the Art Institute of Vancouver from 1997 to the 2003.

In 1999, he was offered a position by EA Canada in research and development on the new upcoming game consoles (PS2 and Xbox). He was promoted in 2000 to Technical Art Director working on a number of AAA titles including 'Def Jam: Vendetta' (which was developed for EA by the Aki Corporation in Tokyo), 'NBA Street', 'NFS', 'SSX', and 'SSX Tricky'.

He was diverted to the FIFA franchise and served as Animation Director on 'FIFA 2003' which sold over 5 million copies worldwide.

Thanks to his success, he was approached again and was offered the position of Technical Art Director to revitalize EA's boxing game, 'Fight Night 2004' which was developed in conjunction with NUFX Corporation in Chicago. It became one of the top selling sports game of 2004 with over 2 million copies sold worldwide.

In the summer of 2004, Ali created a new game production company named NextGen Entertainment where he is currently serving as CEO/Director.