

DEPARTMENT STAFFING FOR ALL PRODUCTS

Mike Hakeem	Z-machine responsibility, co-ordination, Zenith liaison, vendor liaison, outside design co-ordination.
Babu Rajaram	Z-machine architecture. CPU, RAM, ROM. System definition and timing. Internal "BUS" and expansion capabilities. I/O structure. Video generator (with Eileen Hickey because of trainer overlap.
Doug Wood	Z-Machine box. Layout, mechanics, heat transfer, tooling. Game paddle and music keyboard mechanics. Liaison with Zenith production engineering during mechanical design.
Mike Gorbutt	Z-Machine disk. Mechanism, controller, read/write circuitry.
Phil Staub	Z-Machine power supply, RFI, printer, video disk interface.
Eileen Hickey	Product support and RFI on current products. ET-8088 trainer. Design and co-ordination with educational group.
Neil Beneditz	Z-Machine video generator (with Babu because of overlap with the trainer). Board development for existing products. Double density disk controllers, I/O boards. Z-Machine technical guidance and support. Resource person for Mike Gorbutt, Phil Staub, and Mark Nicol.
Mark Nicol	Z-Machine. 15 prototypes. Sound, voice synthesis. BSR X-10 controller.
Mark Rogers	Z-Machine prototypes and technician support. (Goes back to school in mid January.)
(Analog engineer)	Z-machine RF modulator, color generation, RFI technical support, possibly switching power supply.