

Entity Information

INF-05598

Owner
Tamiaka McGibbon (/lightning/0038y0000024a9WAAQ/view)

Name of Entity
City of Fort Lauderdale

City of Fort Lauderdale

City of Fort Lauderdale

FEIN

Proposal Status
Draft

Record Type
Public Infrastructure

Proposal Status
Draft

Contact
Tamiaka McGibbon (/lightning/0038y0000024a9WAAQ/view)

Program Requirements

Contact
Tamiaka McGibbon (/lightning/0038y0000024a9WAAQ/view)

Secondary Contact Name
Yvette Matthews

Second Contact Title
Assistant Director

Second Contact Phone
954-828-6103 (tel:954-828-6103)

Azure Folder Name
INF-05598a9G8y0000003or

County
Broward (/lightning/r/County_c/a0Zf4000001X3JyEAK/view)

RAO
No

Permits Secured
No

Program Requirements

Detailed Description
Improvements will provide the capacity and access needed to support the infrastructure required to make this project a success. Improvements include but are not limited to, roadway, drainage, water, gas, electric, fiber optic, etc. – The infrastructure improvement proposed for the site will require that these utilities will be installed in the public Rights of Way adjacent to the proposed development. The improvements will have the capabilities to provide these services to the surrounding communities by adding junction locations for future connections. The design of the improvements will be coordinated with the franchise utilities to provide sufficient capacity for future connections.

Location
1400 NW 31st Avenue, Fort Lauderdale FL, 33311; Broward County

Public Owned
Yes

Public Use or Benefit Public
Yes

Single Entity
No

Description of Econ Benefits
Cinema City Public Purposes

Cinema City furthers and supports several significant public purposes as follows:

Establishment of Major Technology Economic Engine and Job Creator.
Cinema City, a state-of-the-art film and television production complex, is expected to directly employ 160 people for the operation of the facility itself. This includes a broad range of roles, from administrative and maintenance staff to those involved in the technical aspects of running a film and television production studio. These employees will be responsible for ensuring the smooth operation of the facility, including scheduling and managing studio use, maintaining equipment, and providing support services to the productions that use the studios. By providing these quality employment opportunities, Cinema City will contribute to the local economy and job market. The presence of this high-tech, innovative facility will also help to enhance Fort Lauderdale's standing as a hub for creative industries.

Established of Major Full Time School/ Job Training. A full-time on-site school for film, technology and content creation is currently planned for a minimum of 100K square feet. This will include a degree program for film, gaming, tv, streaming, music and other content creation. The school will also include training for blue collar trades. The school will have an internship program with Dillard High School, which is magnet school for emerging technology and performing arts. Dillard High is a short walking distance to Cinema City.

Redevelopment to Productive Development of 60 acre Former Superfund Site. Cinema City will result in the full productive development a former garbage incinerator site that has been cleared for development by the EPA. Currently the site has no benefit whatsoever to the public as a fenced in site. This property will be put on the tax rolls and provide substantial tax revenues to the County and City.

New Public Food Destination for Public. The site will also include a commissary/ food hall that will be open to the public.

Public Entertainment Special Event Location. In addition, this property will be the location for numerous special events to bring residents to the site – such as the various major holidays during the year.

Anchor to Spur Redevelopment of Nearby Commercial Corridors. This project will drive redevelopment to the nearby major commercial corridors (31st avenue and Sunrise Blvd) that to date have had limited new development activities and currently are the location of activities such as storage warehouses, contractor yards, and small strip centers, among other uses.

Public Infrastructure Improvements to Increase Nearby Public Capacity. Public infrastructure to be installed/ improved will be development in public rights of way and will increase capacity for nearby residents and businesses including, water, sewer, roadway and signalization.

The project encompasses a full-service high tech content creation campus including multiple large scale sound stages, offices and indoor and outdoor film sets and backlot for the production of movies, tv, streaming, gaming, music and other entertainment content production including, full time film and content school, public commissary, and various accessory buildings in support of operations. This project involves significant economic diversification for the region and state to bring high paying blue collar and high technology jobs for this industry at a scale that does not currently exist south of Orlando. Further, the high tech jobs involve such jobs as LED Display technology, IT network, computer graphics, artificial intelligence, game development, 3D design, software engineers, audio engineers, machine learning, cloud computing, stage production robotics, architecture visualization, wireless technology, among others identified estimated as indicated on the attached.

- Direct hire jobs through Cinema City (160 employees): NAICS 531120
- Executive Management - 5 employees - average salary \$195,000
- Operations/Site Management -10 employees -average salary \$120,000
- Marketing/Sales - 5 employees - average salary \$95,000
- Client Services - 3 employees - average salary \$88,000
- Support Staff/Admins - 7 employees - average salary \$54,000
- Mail Room - 5 employees - average salary \$45,000
- Security -20 employees - average salary \$45,000
- Cleaning Staff - 15 employees - average salary \$45,000
- Facilities/Maintenance - 15 employees - average salary \$78,000
- Grounds - 20 employees - average salary \$45,000
- Legal - 5 employees - average salary \$120,000
- Catering/Café - 30 employees - average salary \$55,000
- IT/Technology - 5 employees - average salary \$85,000

Proposal SBD
 Source **HF-0598**
 \$500,000.00

Name **Private**
 City **Fort Lauderdale**

Source - Other
 \$0.00

Source - Other Details
 n/a

Source - Total
 \$1,000,000

\$8,000,000.00

Cost - Reconstruction
 \$0.00

Cost - Design and Engineering
 \$0.00

Cost - Land Acquisition
 \$0.00

Cost - Land Improvement
 \$0.00

Cost - Other
 \$0.00

Cost - Other Details
 n/a

Cost - Total
 \$8,000,000

Detailed Budget Narrative
 The County Match of \$500,000 was approved by resolution on the May 23, 2023 agenda at the County Commission Meeting. Private funds in the amount of \$2,203,119 has been secured through private equity financing.

Private Funding necessary for the project including infrastructure is committed by JSB Capital Group LLC, a privately-held investment firm with primary offices in Miami, New York City and Baltimore. The company is financial secure with with over \$2.5 billion of equity, representing greater than \$10 billion of asset value, which is actively managed for its principals and co-investors. JSB's investment professionals have extensive experience in acquisitions, structuring, financing, operations as well as project and construction management.

Approvals and Authority

Authorized signatory on Board's behalf
 n/a

Approvals Needed
 An approval from the Fort Lauderdale City Commission is required to execute a grant agreement with the Florida Department of Economic Opportunity.

Meeting Schedule
 Upcoming meetings over the next 6 months: 7/5/2023, 8/15/2023, 9/5/2023, 9/19/2023, 10/3/2023, 10/17/2023, 11/7/2023, 11/21/2023, 12/5/2023, 12/19/2023

Meeting Notice Days
 No, the City Commission meetings are frequent and we would be able to have a quick turnaround of approving an execution of the grant agreement.

Authority Proof

Attestation Name of Entity
 City of Fort Lauderdale

Attestation Name and Title of Auth Rep
 Tamiaka McGibbon, Principal Budget and Management Analyst

Attestation Representative Signature
 Tamiaka McGibbon

Attestation Signature Date
 6/28/2023

Award Year Information

FY22

FY23

FY24

Created By
 Tamiaka McGibbon (/lightning/r/User/0058y0000024a9WAAQ/view), 5/22/2023 1:10 PM

Record Type
 Public Infrastructure

FY25

FY26

Last Modified By
 Tamiaka McGibbon (/lightning/r/User/0058y0000024a9WAAQ/view), 6/30/2023 4:30 PM

Cinema City Job Creation & High-Tech Content Creation & Technology for The State of Florida

Cinema City is set to become a transformative force for Fort Lauderdale, Broward County and surrounding communities, with a primary focus on revolutionizing the movie and content creation industries through technology.

The movie industry is undergoing a digital transformation, and Cinema City is at the forefront of this change. We are integrating technology into every aspect of film production, from pre-production to post-production. This includes areas such as digital animation, visual effects (VFX), sound design, and post-production editing, all of which are becoming increasingly reliant on advanced technology. As a result, we are creating a host of full-time tech roles in areas that were traditionally part-time or contract based.

In addition to these tech roles, we are also constructing state-of-the-art facilities for filming, editing, sound design, and more. These facilities will attract top talent and companies in the industry, further contributing to job creation.

While we are focused on increasing full-time employment, we also recognize the vital role that part-time workers and contractors play in the movie industry. Cinema City is committed to supporting this community of professionals by ensuring a steady stream of productions and long-term contracts with movie companies and streaming services. This approach will provide consistent work opportunities for these individuals, many of whom are used to project-based employment.

Moving beyond the movie industry, Cinema City is also set to become a hub for the tech sector, including gaming, meta technology, and cybersecurity. We are actively pursuing companies in these industries to establish a presence in Cinema City, offering a variety of roles that cater to different skills and interests.

While we cannot disclose specific names at this time due to ongoing negotiations, we are targeting major companies in the gaming, meta technology, and cybersecurity sectors. These include industry leaders, typically employing between 500 to 1,000 people. We are also courting mid-level companies, and are looking to attract smaller tech firms, comparable to independent game studios or start-ups, which typically employ between 10 to 50 individuals.

Cinema City is set to revolutionize the traditional movie business by integrating more tech jobs into the content creation process. While we will still have traditional roles in film production, we are focusing on expanding opportunities in areas like animation, post-production, and Unreal Engine development. This means more full-time tech roles and a shift from the industry norm of predominantly part-time contract work.

In conclusion, Cinema City is poised to usher in a new era of job creation in Fort Lauderdale and Broward County, with a strong emphasis on full-time employment in the tech-infused movie and content creation industries. By blending technology with traditional film production, we are not only creating jobs but also shaping the future of the movie industry. Each role at Cinema City comes with competitive compensation, ensuring that employees are not only gaining valuable experience in their field but are also adequately rewarded for their skills and dedication. Salaries will vary based on the role and individual's experience, but the average salaries are competitive with the national averages for these roles, making Cinema City a compelling prospect for job seekers.

With its commitment to job creation and tech advancement, Cinema City stands to become a pivotal development for Fort Lauderdale and Broward County, ushering in a new era of tech prosperity and positioning the region as a hub for innovation and creativity.

In the following sections, we provide an extensive list of job categories relevant to Cinema City's operations. To provide a comprehensive overview, we have classified the positions into distinct sectors within the larger content creation industry. These sectors include video game creation and publishing, virtual reality, cybersecurity, movie production, film production, music production, and Unreal Engine-related jobs. For each sector, we present specific job titles, associated NAICS codes, anticipated number of positions for a medium-sized company, estimated average salaries, and the potential for full-time and part-time employment.

Please note that these job estimates are based on the operational model of a medium-sized company within the respective industry sector. As we actively pursue various businesses for lease on Cinema City land, we anticipate the actual job creation may exceed these numbers, thereby contributing significantly to the local economy and job market.

We've also provided North American Industry Classification System (NAICS) codes alongside each job title. NAICS codes are used by federal statistical agencies in

classifying business establishments for the purpose of collecting, analyzing, and publishing statistical data related to the U.S. economy. However, while we've tried to match job titles with their most relevant NAICS codes, this classification system might not perfectly capture all the nuances of the roles or the rapidly evolving landscape of these industries.

Finally, it's important to bear in mind that the job titles listed here are representative of the roles typically found within the respective industry sectors. Given the diversity and individual operational models of different companies, the actual job titles, descriptions, and requirements may vary. Some companies may divide the responsibilities of a single role listed here across several different positions, while others may combine multiple roles into one.

This detailed breakdown serves as a projection and guideline, aiming to provide a clear picture of the wide range of job opportunities that Cinema City intends to bring to our local communities. By promoting growth across these diverse sectors of the content creation industry, we look forward to fostering economic development and offering exciting new career paths to residents.

Cinema City Position Creation

Cinema City, a state-of-the-art film and television production complex, is expected to directly employ 160 people for the operation of the facility itself. This includes a broad range of roles, from administrative and maintenance staff to those involved in the technical aspects of running a film and television production studio. These employees will be responsible for ensuring the smooth operation of the facility, including scheduling and managing studio use, maintaining equipment, and providing support services to the productions that use the studios. By providing these quality employment opportunities, Cinema City will contribute to the local economy and job market. The presence of this high-tech, innovative facility will also help to enhance Fort Lauderdale's standing as a hub for creative industries.

Job Title	Number of Employees	Average Salary	Job Type
Executive Management	5	\$195,000	Full-Time W-2
Operations / Site Management	10	\$120,000	Full-Time W-2
Marketing / Sales	5	\$95,000	Full-Time W-2
Client Services	3	\$88,000	Full-Time W-2
Support Staff / Admins	7	\$54,000	Full-Time W-2
Mail Room	5	\$45,000	Full-Time W-2

Job Title	Number of Employees	Average Salary	Job Type
Security	20	\$45,000	Full-Time W-2
Cleaning Staff	15	\$45,000	Full-Time W-2
Facilities / Maintenance	15	\$78,000	Full-Time W-2
Grounds	20	\$45,000	Full-Time W-2
Legal	5	\$120,000	Full-Time W-2
Catering / Cafe	30	\$55,000	Full-Time W-2
IT / Technology	5	\$85,000	Full-Time W-2
Equipment Rental	15	\$75,000	Full-Time W-2

In addition to the diverse range of jobs listed above for the companies establishing their presence in Cinema City, there will also be a significant demand for backend office roles that are essential for the smooth operation and success of these businesses. These backend office positions play a vital role in supporting the day-to-day administrative, financial, and operational functions. Some of the crucial backend office jobs required for the gaming and television production industry include administrative assistants, accountants, human resources specialists, finance managers, legal advisors, project coordinators, IT support professionals, and office managers. These roles ensure efficient workflow, effective communication, financial stability, legal compliance, and overall organizational management. The inclusion of backend office jobs reinforces the comprehensive ecosystem of talent and expertise that will drive the success of Cinema City and the industries it encompasses.

Other Potential Industry Positions

Video Game Creation & Publishing Jobs

In the thriving gaming industry and the ever-evolving world of programming, numerous key roles contribute to the development and success of a project. These positions range from Lead Programmers who maintain and optimize the core codebase of a game to Creative Directors who envision and guide the overall aesthetic and gameplay experience. The roles of Art Directors, Producers, Narrative Designers, Lighting Artists, and various specialized Programmers are also critical, each bringing a unique skill set to the table. UI Artists, 3D Artists, VFX experts, and Concept Artists work collaboratively to craft a visually compelling environment while Sound Designers and Animators breathe life into the game world. At the operational end, Assistant Producers, IT specialists, and QA Testers ensure the smooth running of the project and the quality of the final product. Each of these roles is essential, and their combined efforts facilitate the creation of immersive and engaging gaming experiences for players worldwide.

To accurately classify the industry associated with video game creation and publishing within Cinema City, we have identified several relevant NAICS codes:

1. NAICS Code 541511: Custom Computer Programming Services

This code encompasses businesses engaged in designing, developing, and publishing video games. It is inclusive of a wide range of roles involved in video game creation and publishing, including lead programmers, creative directors, art directors, producers, narrative designers, lighting artists, specialized programmers, UI artists, 3D artists, VFX experts, concept artists, sound designers, animators, assistant producers, IT specialists, and QA testers. These professionals contribute to the design, development, and successful delivery of video games to the market.

2. NAICS Code 513210: Software Publishers

While not exclusively focused on the gaming industry, this code represents businesses primarily engaged in software publishing. It encompasses aspects of game development and software distribution within Cinema City, including the publishing and distribution of video games developed on-site.

3. NAICS Code 541430: Graphic Design Services

This code covers businesses involved in planning, designing, and managing the production of visual communication. Within the context of Cinema City, it is relevant to

the creation of visual assets for video games, including concept artists, graphic designers, and other design-related positions.

4. NAICS Code 541515: Video Game Design and Development Services

This code represents establishments primarily engaged in designing and developing video games without publishing them. It includes the creation of custom-designed video games tailored to specific user needs, encompassing various game design and development roles.

Additionally, it is worth mentioning **NAICS Code 511210: Software Publishers**, which includes businesses primarily engaged in software publishing and may also apply to certain aspects of game development and software distribution within Cinema City. <https://www.naics.com/naics-code-description/?code=511210>

By utilizing these NAICS codes, we can accurately categorize the industries associated with video game creation, publishing, content creation, and design within Cinema City, aligning job roles with their respective codes.

This focus on job creation and technology advancement means that Cinema City is primed to become a pivotal development for Broward County, ushering in a new era of tech prosperity and positioning the region as a hub for innovation and creativity.

Job Position	NAICS Code	Employees	Job Description	Average Salary	Job Type
Game Lead Programmer	541511	1-2	The main software engineer in charge of the game's codebase.	\$113,849	Full-Time W-2
Game Creative Director	541511	1	Directs the overall look and feel of the game, including game play, visuals, and sound.	\$142,971	Full-Time W-2
Game Art Director	541430	1-2	Oversees the visual aspects of the game, including art style and graphics.	\$140,597	Full-Time W-2
Game Producer	541511	2-4	Oversees all aspects of a game's creation and development.	\$76,428	Full-Time W-2
Game Narrative Designer	541511	1-2	Creates and develops the story elements of a game.	\$73,208	Full-Time W-2
Game Lighting Artist	541430	2-4	Responsible for the lighting effects in a game.	\$89,000	Full-Time W-2

Game Physics Programmer	541511	1-3	A programmer who specializes in the physics interactions within the game.	\$91,000	Full-Time W-2
Game System Programmer	541511	1-3	Writes and maintains the low-level systems that make the game run.	\$96,000	Full-Time W-2
AI Programmer	541511	1-3	Writes the code for the non-player characters' behavior and decision-making processes.	\$68,000	Full-Time W-2
Console Programmer	541511	1-3	Specializes in programming games for specific console systems.	\$86,000	Full-Time W-2
Game Level Designer	541511	2-6	Designs the stages or levels within a game.	\$67,000	Full-Time W-2
Game Designer	541511	2-6	Creates the concepts, mechanics, and rules of a game.	\$95,000	Full-Time W-2
Game 3D Art (environment)	541430	5-15	Creates three-dimensional models of the game's environments.	\$72,000	Full-Time W-2
Game 3D Art (props)	541430	5-15	Creates three-dimensional models of the game's props.	\$90,000	Full-Time W-2
Game 3D Art (characters)	541430	5-15	Creates three-dimensional models of the game's characters.	\$90,000	Full-Time W-2
Game UI Artist	541430	1-3	Designs the user interface elements of the game.	\$87,050	Full-Time W-2
Game VFX	541430	2-4	Creates visual effects for the game.	\$92,683	Full-Time W-2
Game Concept Artist	541430	1-3	Creates the initial visual designs and art concepts for a game.	\$85.00	Full-Time W-2
Game Tech Artist	541430	1-3	A liaison between the art and programming teams. They make sure the artwork will work optimally within the game engine.	\$91,000	Full-Time W-2
Tech Animator	541430	1-3	Works with both the animation and technical departments to ensure the smooth integration of animation in a game.	\$90,000	Full-Time W-2
Game Sound Designer	511210	1-3	Creates and implements all the sound effects and audio components in a game.	\$90,000	Full-Time W-2
Game Animators	541430	3-8	Bring the characters, creatures, and environment of the game to life with animation.	\$70,000	Full-Time W-2

Assistant Game Producer	541511	2-4	Assists the Producer in managing game development.	\$70,000	Full-Time W-2
IT	541511	2-4 (Depending on the company's tech needs)	Manages the company's technology infrastructure.	\$90,000	Full-Time W-2
Game QA Tester	511210	3-7 (Can be scaled based on the project)	Tests the game in development for any bugs or issues that need to be fixed.	\$50,000	Full-Time W-2
Gameplay Programmer	541511	1-3	Programs the mechanics that directly impact the gameplay experience.	\$100,000	Full-Time W-2

Virtual Reality Job Opportunities

Virtual reality (VR) is a transformative technology that immerses users in a computer-generated environment, simulating real or imagined experiences through the use of specialized headsets and interactive devices. It has the power to revolutionize industries ranging from gaming and entertainment to education, healthcare, and architecture. By introducing virtual reality companies to Broward County and establishing a dedicated space for them within Cinema City, we are creating a hub of innovation and creativity. This initiative not only positions Broward County as a leader in the VR industry but also provides fertile ground for collaboration and growth, attracting top talent and driving economic development.

In the thriving field of virtual reality, numerous job opportunities arise that contribute to the development, implementation, and advancement of VR technologies. These positions cater to a range of skills and expertise, providing ample prospects for both full-time and part-time employment. Here are examples of the types of companies that could express interest in establishing a presence on the campus, categorized by company size:

1. Large Virtual Reality Companies:

Cinema City holds strong appeal for large virtual reality companies, known for their extensive resources and industry expertise. These companies have the potential to create a substantial number of full-time jobs in various departments. Examples of large virtual reality companies in the industry include Visa, Oculus (a subsidiary of Meta Platforms Inc.), and HTC Vive. Large companies like these could potentially generate hundreds of full-time positions,

spanning roles such as VR software developers, VR content creators, VR experience designers, VR engineers, VR project managers, and VR quality assurance testers.

2. Medium-Sized Virtual Reality Studios:

Medium-sized virtual reality studios, with a proven track record in the industry, would also find Cinema City an attractive destination. These studios could generate a significant number of full-time positions. Examples of medium-sized virtual reality studios may include companies like Survios, Resolution Games, and Within. Medium-sized studios could potentially create between 50 to 200 full-time jobs, covering positions such as VR game designers, VR artists, VR programmers, VR UX/UI designers, and VR project coordinators.

3. Small Virtual Reality Startups:

Cinema City's vibrant ecosystem would serve as a magnet for small virtual reality startups that bring fresh ideas and innovation to the industry. Although these startups may begin with smaller teams, they can offer promising opportunities for full-time employment. Examples of small virtual reality startups could include emerging companies like Sandbox VR, Emblematic Group, and STRIVR. Small startups could potentially create between 10 to 50 full-time positions, encompassing roles such as VR content creators, VR developers, VR interaction designers, VR researchers, and VR technical support specialists.

It is important to note that the number of jobs created by each company will depend on their individual growth plans, project requirements, and market demands. The examples provided serve to illustrate the potential range of company sizes and job opportunities within the virtual reality industry at Cinema City.

By attracting a mix of large, medium, and small companies, Cinema City aims to foster a dynamic and collaborative virtual reality community. This community will provide an environment where professionals can contribute their skills, explore new technologies, and collectively shape the future of virtual reality experiences.

Regarding the NAICS codes, we have selected the following codes to encompass the various aspects of the virtual reality industry:

1. NAICS Code 511210 - Software Publishers: This code represents the industry involved in software development, publishing, and reproduction. It aligns with virtual reality companies that create and distribute VR software and applications.

2. NAICS Code 541512 - Computer Systems Design Services: This code covers businesses engaged in computer systems design and related services. It is applicable to virtual reality

companies that design and develop complex computer systems to enable immersive VR experiences.

3. NAICS Code 541990 - All Other Professional, Scientific, and Technical Services: This code encompasses a wide range of professional, scientific, and technical services that are not classified under other specific NAICS codes. It is suitable for virtual reality companies that provide specialized VR services, including content creation, research, consulting, and more.

By selecting these NAICS codes, we ensure that the virtual reality industry is properly represented and accounted for within the broader classification system. These codes capture the core activities and services associated with virtual reality companies, providing a comprehensive framework for analysis and evaluation.

In the subsequent sections, we will list the specific jobs within the virtual reality industry, highlighting the key roles and responsibilities that contribute to the development and success of VR experiences.

Job Title	NAICS Code	Employees	Description	Average Salary	Job Type
VR Developer/Programmer	511210	5-10	Designs and develops virtual reality applications and software	\$95,000	Full-Time W-2
VR Designer/Artist	541512	4-8	Creates visual assets and designs for virtual reality experiences	\$80,000	Full-Time W-2
VR Engineer	541512	3-6	Builds and maintains the technical infrastructure for virtual reality	\$100,000	Full-Time W-2
VR Content Creator	541990	2-4	Produces interactive and immersive virtual reality content	\$75,000	Full-Time W-2
VR Animator	541512	2-5	Creates animations and movements for virtual reality experiences	\$70,000	Full-Time W-2
VR Game Designer	511210	2-5	Designs gameplay mechanics and user interactions for virtual reality games	\$85,000	Full-Time W-2
VR UX/UI Designer	541512	2-4	Designs user interfaces and user experiences for virtual reality applications	\$90,000	Full-Time W-2
VR Interaction Designer	541512	1-3	Designs intuitive and engaging interactions in virtual reality environments	\$85,000	Full-Time W-2

VR QA Tester	511210	3-6	Tests virtual reality applications for functionality and quality	\$60,000	Full-Time W-2
VR Project Manager	511210	1-2	Manages the planning, execution, and delivery of virtual reality projects	\$95,000	Full-Time W-2
VR Technical Artist	541512	2-5	Bridges the gap between art and technology in virtual reality development	\$80,000	Full-Time W-2

Artificial Intelligence at Cinema City: The Gateway to the Future of Tech Industry

Artificial intelligence (AI) represents the cutting edge of technological innovation and has the potential to redefine numerous sectors, from entertainment to healthcare, finance to transportation. At Cinema City, we envision a vibrant hub where AI companies can thrive, innovate, and shape the future. Cinema City's commitment to high-tech content creation and technology development provides an environment ripe for AI, fostering growth, collaboration, and innovation. This diverse ecosystem will nurture AI-related roles, promoting job creation and economic growth in Broward County.

We have chosen to identify companies in the AI space using North American Industry Classification System (NAICS) codes. These codes provide a standardized method to classify businesses according to their primary economic activity. By identifying companies in the AI sector with specific NAICS codes, we aim to understand and quantify the presence and impact of AI within Cinema City and Broward County.

Here are the NAICS codes we've selected and why:

1. NAICS 541511 - Custom Computer Programming Services:** AI heavily relies on custom programming, from creating complex algorithms to designing unique software solutions. This code represents companies that are the backbone of AI software development.

2. **NAICS 541519 - Other Computer Related Services:** AI is a broad field, and this category captures those businesses that offer a range of computer-related services, possibly including AI consulting or implementation services.

3. **NAICS 518210 - Data Processing, Hosting, and Related Services:** Many AI companies offer cloud-based AI services and data processing, which this code represents.

4. **NAICS 541700 - Scientific Research and Development Services:** AI is a rapidly evolving field. This code includes companies conducting research and development, pushing the boundaries of what AI can accomplish.

By utilizing these NAICS codes, we can effectively identify, and target companies involved in AI, facilitating strategic development and engagement within Cinema City's tech ecosystem.

Job Title	NAICS Code	Employees	Description	Average Salary	Job Type
Data Engineer	518210	3-7	Design, construct, install, test, and maintain highly scalable data management and processing systems.	\$123,000	Full-Time W-2
Algorithm Developer	541511	4-8	Specialize in developing, testing, and implementing algorithms used in machine learning and AI applications.	153,000	Full-Time W-2
AI Ethics Officer	541700	1 (This can be a part-time role or shared role depending on company size and scope)	Responsible for ensuring that AI systems are designed and used ethically. Considers issues like privacy, bias, transparency, accountability.	\$108,000	Full-Time W-2
AI Hardware Specialist	541519	2-5	Specialize in the hardware that AI systems run on, ensuring it can support intensive computations required for AI.	\$124,000	Full-Time W-2

AI Specialist/Consultant	541519	2-5	Advise companies on how to leverage AI for their specific needs, with a broad understanding of AI technologies and their business applications.	\$120,000	Full-Time W-2
AI Trainer	541519	2-4	Responsible for teaching AI systems how to perform tasks, from labeling data to interactive training.	\$85,000	Full-Time W-2
AI Project Manager	541511	1-3	Oversee the execution of AI projects, managing the project's scope, timeline, and resources.	\$134,000	Full-Time W-2
UX Designer for AI	541511	1-3	Focus on how users interact with AI systems, designing the interface and interaction mechanisms.	\$100,000	Full-Time W-2
BI Developer	518210	2-5	Use data analytics and machine learning to create a comprehensive view of a business's data and generate insights.	\$82,000	Full-Time W-2
AI Sales Specialist	541519	2-6	Understand AI products and articulate their advantages to potential buyers, bridging the gap between technical teams and customers.	\$111,000	Full-Time W-2
QA for AI	541511	3-7	Test AI systems to ensure they are working as intended, identifying bugs and other issues.	\$83,000	Full-Time W-2
AIOps Engineer	541511	3-7	Apply AI to IT operations to help automate and enhance IT operations using AI technologies.	\$105,000	Full-Time W-2

Leveraging App Development: A Strategic Pathway to Cinema City's App Development Digital Future

At Cinema City, we envision a future where technology and entertainment converge seamlessly to create immersive experiences for our residents and visitors. A cornerstone of this vision is the incorporation of app development, a field that is rapidly reshaping the digital landscape worldwide. App development is more than just creating software; it's about crafting interactive experiences that engage, inform, and entertain users. In the context of Cinema City, it holds the potential to revolutionize how our guests interact

with our various offerings, from movie showtimes and ticket bookings to virtual tours and augmented reality experiences.

Given the diverse nature of app development, we have identified a set of NAICS codes that best represent this industry:

1. **NAICS Code 541511 - Custom Computer Programming Services:** This code captures the essence of creating tailored software solutions, a fundamental aspect of app development.
2. **NAICS Code 541512 - Computer Systems Design Services:** This classification covers the crucial aspect of app development, which involves the design of integrated computer systems.
3. **NAICS Code 541519 - Other Computer Related Services:** This category accommodates the diverse and often specialized services offered by app development companies, beyond programming and system design.
4. **NAICS Code 541690 - Other Scientific and Technical Consulting Services:** This code includes consulting services, potentially encompassing app development consulting services, offering expert advice and insights.
5. **NAICS Code 518210 - Data Processing, Hosting, and Related Services**:** This category is relevant for app development companies that also offer data hosting and processing services as part of their business model.

We have chosen these NAICS codes because they collectively represent the wide-ranging activities involved in app development, from custom programming to data processing services. Furthermore, they align with our strategic objective of leveraging technology to enhance the Cinema City experience, making them a perfect fit for our vision.

Job Title	NAICS Code	Employees	Job Description	Average Salary	Job Type
CEO/Founder	541511	1	Oversees overall direction of the company	\$150,000	Full-Time W-2
CTO/Tech Lead	541511	1	Oversees all technology and development efforts	\$150,000	Full-Time W-2

Product Manager	541690	2-4	Oversees product development from conception to completion	\$110,000	Full-Time W-2
Software Developer/Engineer	541511	5-10	Builds the applications	\$95,000	Full-Time W-2
Mobile App Developer	541511	3-6	Specializes in creating applications for mobile platforms	\$95,000	Full-Time W-2
UX/UI Designer	541512	2-4	Responsible for the user experience and interface of the application	\$85,000	Full-Time W-2
QA Engineer/Tester	541519	3-6	Tests the application for bugs and overall performance	\$75,000	Full-Time W-2
DevOps Engineer	518210	2-4	Automates and streamlines operations and processes	\$105,000	Full-Time W-2
Data Scientist	518210	2-4	Analyzes and interprets complex data	\$115,000	Full-Time W-2
Sales / Business Development Manager	541690	2-4	Generates sales and partnerships	\$80,000	Full-Time W-2
Marketing Manager	541690	2-4	Creates and executes marketing strategies	\$80,000	Full-Time W-2
Customer Support Representative	541690	3-6	Assists users with any issues they have with the app	\$40,000	Full-Time W-2
System Administrator	541512	1-2	Manages and maintains the company's IT infrastructure	\$75,000	Full-Time W-2
Database Administrator (DBA)	541519	1-2	Manages and optimizes databases	\$95,000	Full-Time W-2
Security Engineer	541512	1-2	Protects the company's systems and data from threats	\$105,000	Full-Time W-2
Data Engineer	518210	2-4	Designs, builds, and maintains systems for data storage and processing	\$107,500	Full-Time W-2
Machine Learning Engineer	541511	1-3	Implements machine learning models into applications or services	\$125,000	Full-Time W-2
Infrastructure Engineer	541512	1-2	Designs and manages the company's technical infrastructure	\$110,000	Full-Time W-2

Solutions Architect	541512	1-2	Designs and manages solutions that solve specific business problems	\$125,000	Full-Time W-2
Technical Project Manager	541511	1-2	Oversees and ensures the timely and successful delivery of technical projects	\$90,000	Full-Time W-2
Site Reliability Engineer (SRE)	541512	1-2	Responsible for the availability, latency, performance, etc. of their services	\$115,000	Full-Time W-2
AR/VR Developers	541511	1-3	Specializes in creating AR/VR experiences	\$95,000	Full-Time W-2
Blockchain Developer	541511	1-3	Specializes in working with blockchain technologies	\$115,000	Full-Time W-2

Harnessing Web 3.0: Blockchain, NFTs, and the Dawn of a New Job Market in Cinema City

As we advance into the digital future, Cinema City is committed to embracing and harnessing the transformative potential of Web 3.0 technologies, specifically blockchain and Non-Fungible Tokens (NFTs). This innovation-driven campus will serve as a fertile ground for the exploration and application of these disruptive technologies, catalyzing significant job creation in the process.

Web 3.0, often referred to as the decentralized web, is an evolution of the internet that leverages blockchain technology to create a more open, secure, and user-empowered online environment. Blockchain, the underlying technology of cryptocurrencies like Bitcoin and Ethereum, is a decentralized and distributed digital ledger that records transactions across many computers in such a way that the registered transactions cannot be altered retroactively.

Non-Fungible Tokens, or NFTs, are a type of digital asset created using blockchain technology. They represent a wide range of unique tangible and intangible items, from digital art and music to virtual real estate and virtual goods. The use of NFTs in the creative industries has exploded, as they offer a new way for artists and creators to monetize their work.

Incorporating these technologies into Cinema City's ecosystem will yield a wealth of new roles and specialties. This encompasses blockchain developers, NFT specialists, digital asset managers, and more. These positions will be instrumental in advancing the

technological capabilities of Cinema City and positioning Broward County as a leader in the Web 3.0 frontier.

Given the nascent nature of these technologies, standard NAICS codes for some specific job roles may not yet exist. However, we can align these roles with existing NAICS codes that closely represent the activities involved:

1. **518210: Computing Infrastructure Providers, Data Processing, Web Hosting, and Related Services.** This code could cover the digital infrastructure necessary for blockchain and NFT operations.
2. **519290: Web Search Portals and All Other Information Services.** This code could encapsulate the data management and search functionality integral to navigating the blockchain and NFT ecosystem.
3. **541511: Custom Computer Programming Services.** This NAICS code could be applicable to roles such as blockchain developers and NFT specialists, who may be involved in custom programming tasks.

By attributing these NAICS codes, we recognize the significance of these emerging roles and underscore our commitment to charting the digital future. We also lay the groundwork for future NAICS codes that may be established as Web 3.0 technologies continue to evolve and influence the economic landscape.

Job Title	NAICS Code	Employees	Job Description	Average Salary	Job Type
Blockchain Developer	541511	4-8	Specializes in developing and implementing architecture and solutions using blockchain technology.	\$140,000	Full-Time W-2
Blockchain Project Manager	541511	1-2	Manages the entire development project ensuring all parts are moving smoothly together	\$105,000	Full-Time W-2
Blockchain UX Designer	519290	1-3	Designs the user interface of the blockchain application to make it more appealing and easier to use	\$107,000	Full-Time W-2
Blockchain Quality Engineer	541511	2-4	Ensures the quality of the blockchain application and checks for any potential issues or malfunctions	\$84,000	Full-Time W-2

Blockchain Engineer	541511	3-6	Focuses on the practical applications of blockchain technology	\$140,000	Full-Time W-2
Full Stack Developer	541511	2-5	Works on both front-end and back-end portions of web applications.	\$100,000	Full-Time W-2
Front-End Developer	541511	2-4	Works on the client side, dealing with the web design and visuals.	\$90,000	Full-Time W-2
Back-End Developer	541511	2-4	Works on server-side development, databases, scripting, and the architecture of websites.	\$100,000	Full-Time W-2
Web Designer	519290	1-3	Designs the look and feel of the website.	\$70,000	Full-Time W-2
UX/UI Designer	519290	1-3	Responsible for improving user experience and interface design.	\$90,000	Full-Time W-2
App Developer (iOS/Android)	541511	1-3	Specializes in developing applications for either iOS or Android platforms.	\$100,000	Full-Time W-2
Game Developer	541511	1-3	Specializes in developing video games for computers, consoles, or mobile platforms.	\$90,000	Full-Time W-2
Game Designer	519290	1-2	Responsible for creating the rules and structure of the game.	\$70,000	Full-Time W-2
Database Administrator	518210	1-2	Manages and assures the performance, integrity, and security of the databases.	\$80,000	Full-Time W-2
Cybersecurity Specialist	518210	1-2	Protects the system against illegal activities.	\$100,000	Full-Time W-2
DevOps Engineer	518210	1-2	Works on the intersections of development and operations, focusing on speeding up the development process through automation.	\$110,000	Full-Time W-2
Web3 Developer	541511	2-4	Specializes in developing decentralized web applications using blockchain technology.	\$110,000	Full-Time W-2
Smart Contract Developer	541511	2-4	Specializes in writing the code that is used to create smart contracts on blockchain platforms like Ethereum.	\$130,000	Full-Time W-2
Cryptocurrency Analyst/Trader	519290	1-2	Specializes in the financial aspect, trading and analyzing the market of cryptocurrencies.	\$110,000	Full-Time W-2

NFT (Non-Fungible Token) Specialist	541511	1-3	Specializes in creating and trading NFTs.	\$90,000	Full-Time W-2
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Unreal Engine Jobs

The Unreal Engine, developed by Epic Games, is a comprehensive suite of development tools designed for working with real-time technology. It is widely recognized in the video game industry for its ability to create high-quality, 3D graphics and for its support across various platforms. Unreal Engine has been instrumental in creating many popular games, including Fortnite, the Gears of War series, and the Final Fantasy VII Remake.

In addition to video game development, Unreal Engine is used in other industries such as film and television production, architecture, and automotive, among others. Its ability to render complex 3D environments in real time is particularly valuable in these fields, enabling the creation of more realistic visual effects or the pre-visualization of scenes for film or architectural design.

When considering the North American Industry Classification System (NAICS) codes related to the use of Unreal Engine, we can consider the following:

1. **541511 - Custom Computer Programming Services:** This code applies to developers creating unique applications or games using Unreal Engine.
2. **511210 - Software Publishers:** This code applies to businesses that create and sell their own games or applications developed using Unreal Engine.
3. **541430 - Graphic Design Services:** This code applies to professionals or companies that use Unreal Engine to create graphic elements, visual effects, or artistic assets for games and simulations.

However, the classification can be more nuanced depending on the specific use case of the Unreal Engine. For example, if it's used for developing a movie or television show, NAICS code ****512110 - Motion Picture and Video Production**** may be more appropriate. Or if used in architectural visualization, NAICS code ****541310 - Architectural Services**** could be relevant.

Job Title	NAICS Code	Employees	Job Description	Average Salary	Job Type
Unreal Engine Developer	541511	4-8	Primarily responsible for developing interactive applications, simulations, or games using Unreal Engine.	\$100,000	Full-Time W-2
Technical Artist	541430	2-4	Bridges the gap between artists and programmers working on a game. Responsible for areas like shader development, particle effects, and character rigging.	\$80,000	Full-Time W-2
3D Artist	541430	3-6	Designs, models, and textures 3D assets like characters, environments, and props for use in games or simulations.	\$60,000	Full-Time W-2
Game Designer	541511	2-4	Designs gameplay mechanics, systems, and features that enhance the player's experience.	\$70,000	Full-Time W-2
Level Designer	541511	1-3	Creates levels, scenarios, or missions using a level editor or a game engine like Unreal.	\$60,000	Full-Time W-2
Sound Designer	541430	1-2	Designs, records, and implements audio assets like sound effects, ambient sounds, and music tracks.	\$50,000	Full-Time W-2
QA Tester	541511	2-4	Tests pre-release game versions and identifies any bugs or issues that need to be fixed.	\$40,000	Full-Time W-2
Project Manager	541511	1-2	Oversees the project, coordinating with various teams and ensuring that milestones and deadlines are met.	\$70,000	Full-Time W-2
Virtual Production Supervisor	512110	1-2	Responsible for overseeing the entire virtual production process and team. Ensures the seamless integration of physical and digital elements.	\$110,000	Full-Time W-2
Virtual Art Department Crew	541430	2-4	Create virtual sets and props within Unreal Engine, designing and modeling them as needed.	\$60,000	Full-Time W-2
Motion Capture Artists/Technicians	512110	2-5	Operate motion capture systems and clean up the data in a virtual production environment.	\$60,000	Full-Time W-2

Job Title	NAICS Code	Employees	Job Description	Average Salary	Job Type
Unreal Engine Developer	541511	4-8	Primarily responsible for developing interactive applications, simulations, or games using Unreal Engine.	\$100,000	Full-Time W-2
Camera Operators	512110	1-2	Operate virtual cameras within Unreal Engine, or physical cameras on a set with virtual elements.	\$50,000	Full-Time W-2
Lighting Technicians/Artists	541430	2-4	Ensure the lighting in the virtual world matches that of the real world, using both physical lighting on set and digital lighting within Unreal Engine.	\$65,000	Full-Time W-2
Compositors	541430	1-3	Work in post-production to ensure the real and virtual elements blend together seamlessly.	\$70,000	Full-Time W-2

The Transformative Power of Motion Capture in Video Game Job

Motion capture, or 'mocap,' technology has become an integral part of video game development, revolutionizing the way digital characters come to life. By capturing the movements of human actors, mocap enables the creation of realistic and immersive animations in 2D or 3D computer animation. This advanced technology has opened up a wide range of job opportunities within the gaming industry, allowing talented professionals to excel in roles dedicated to harnessing the power of motion capture.

Job Title	NAICS Code	Employees	Job Description	Average Salary	Job Type
Motion Capture Technician	541511	2-4	Responsible for setting up and maintaining motion capture system, suits, and markers. They make sure all the technical equipment is functioning correctly.	\$60,000	Full-Time W-2
Motion Capture Animator	541430	2-4	Utilizes the data captured during mocap sessions to create a believable, fluid movement for characters within a video game. They work to clean up and	\$70,000	Full-Time W-2

			perfect the raw data from the mocap session.		
Motion Capture Director	512110	1-2	Works with actors during mocap sessions, providing them with direction to ensure their performances match the game's needs. They play a key role in the storytelling process.	\$80,000	Full-Time W-2
Motion Capture Actor/Performer	512110	1-3 (varying per project)	Wears the motion capture suit and performs the actions that will be captured and translated into character movement in the video game.	\$60,000	Full-Time W-2
Character Rigger	541430	1-2	Builds the skeleton and creates controls the animator will use to make the character move. This role requires a strong understanding of both art (for anatomy and design) and technical skills (for creating efficient, usable rigs).	\$70,000	Full-Time W-2
Motion Capture Data Wrangler	541511	1-2	Responsible for managing the massive amounts of data generated during a mocap shoot, ensuring it's stored and organized correctly for easy access during post-production.	\$65,000	Full-Time W-2
Motion Capture Software Engineer	541511	2-4	Develops and maintains the software tools used in the mocap process. They often work to customize these tools to suit the specific needs of a project.	\$100,000	Full-Time W-2

Please note that these are estimates and the exact number can vary based on the specific needs of the company and project. For example, the number of Motion Capture Actor/Performer can vary greatly based on the scope and needs of individual projects.

Job Creation in the Dynamic World of Music Entertainment

In the dynamic world of entertainment, job opportunities abound in the realms of music, movies, video games, and album productions. From the creation of captivating soundtracks to the development of visually stunning movies and immersive gaming experiences, the industry thrives on the talent and expertise of a diverse array of professionals. In addition, artists find their creative outlets in music studios, lending their

unique voices and performances to albums that resonate with audiences. The following list showcases some of the exciting roles and positions in these fields, each contributing to the vibrant tapestry of the entertainment world.

Job Title	NAICS Code	Employees	Description	Average Salary	Job Type
General Manager	512290	1	Oversees all operations within the studio	\$100,000	Full-Time W-2
Head of Artist Relations	512290	1	Manages relationships with artists	\$75,000	Full-Time W-2
Booking Manager	512290	1	Responsible for scheduling and coordinating studio sessions	\$55,000	Full-Time W-2
Project Manager	512290	1-2	Oversees specific projects within the studio	\$75,000	Full-Time W-2
Studio Manager	512290	1	Ensures the smooth operation of the studio and its equipment	\$60,000	Full-Time W-2
Studio Lead Engineer	512290	1-2	Leads the technical aspects of recording sessions	\$70,000	Full-Time W-2
Programmer	541511	2-4	Writes code for software and applications	\$65,000	Full-Time W-2
Designer	541430	2-3	Creates visual elements for projects	\$65,000	Full-Time W-2
Mechanic	811310	1	Maintains and repairs studio equipment	\$45,000	Full-Time W-2
Developer	541511	2-4	Designs and programs software	\$75,000	Full-Time W-2
Studio Recording Engineer	512290	1-2	Manages the recording of sound in the studio	\$60,000	Full-Time W-2
Studio Mixing Engineer	512290	1-2	Mixes various recorded tracks for balance and consistency	\$60,000	Full-Time W-2
Studio Mastering Engineer	512290	1-2	Provides the final touches to a recording before it's released	\$75,000 -	Full-Time W-2
Studio Producer	512290	1-2	Coordinates the production process for recordings	\$65,000	Full-Time W-2
Studio Sound Designer	512290	1-2	Creates and incorporates unique sounds into recordings	\$55,000	Full-Time W-2
Studio Assistant Engineer	512290	2-3	Assists the lead engineer during recording sessions	\$45,000	Full-Time W-2

Studios Session Musician	512290	3-6 (varying per project)	Provides musical contributions during recording sessions	\$45,000	Full-Time W-2
Software Engineer	541511	2-4	Designs, develops, and maintains software	\$90,000	Full-Time W-2
Studio Technician	512290	1-2	Maintains and troubleshoots technical equipment in the studio	\$50,000	Full-Time W-2
Studio Sound Editor	512290	1-2	Edits and enhances sound recordings	\$50,000	Full-Time W-2
Studio Staff	512290	3-6	General staff roles supporting studio operations	\$4,000	Full-Time W-2 & Part-time
Studio Intern	512290	2-4 (seasonal)	Entry-level position to gain experience in the studio	\$25,000	Part-Time

Please note that these are estimates and the exact number can vary based on the specific needs of the company and project. For example, the number of Studios Session Musicians and Studio Interns can vary greatly based on the scope and needs of individual projects and seasons.

Cybersecurity Job Creation at Cinema City: Fortifying the Digital Frontier

In the evolving technological landscape, Cinema City acknowledges the crucial role of cybersecurity. As we develop cutting-edge content and employ advanced tech solutions, the safeguarding of our digital assets becomes paramount. To this end, we are committed to creating a robust cybersecurity infrastructure, which necessitates a diverse array of job opportunities in this critical domain.

These cybersecurity roles will contribute significantly to ensuring the security and integrity of our digital and technological endeavors. The professionals we seek will not only protect our enterprise but also contribute to the cybersecurity knowledge base within Broward County, fostering an environment of digital safety awareness.

The NAICS codes related to the cybersecurity industry include:

1. **541512 Computer Systems Design Services:** This code applies to businesses that plan and design computer systems that integrate computer hardware, software, and communication technologies. This category could cover cybersecurity

consulting services that advise on system vulnerabilities and design security-focused solutions.

2. **541513 - Computer Facilities Management Services:** This code pertains to businesses providing on-site management and operation of clients' computer systems and/or data processing facilities. It would apply to companies managing secure data centers or providing other cybersecurity infrastructure management services.

With the addition of these roles, Cinema City continues to demonstrate our commitment to technological advancement, content creation, and the provision of high-tech job opportunities for the communities we serve.

Job Title	NAICS Code	Employees	Job Description	Average Salary	Job Type
Chief Information Security Officer (CISO)	541512	1	A senior-level executive responsible for a company's information and data security.	\$200,000	Full-Time W-2
Security Architect	541512	1-2	Design network and computer security architecture for a company, developing and implementing policies and procedures to enhance system security.	\$140,000	Full-Time W-2
Security Engineer	541512	2-4	Implement and maintain the security systems, respond to network and system security incidents and ensure the integrity and confidentiality of data.	\$110,000	Full-Time W-2
Security Analyst	541512	3-5	Responsible for analyzing and assessing potential security risks and breaches. Develop response procedures to these threats and monitor network for any security incidents.	\$90,000	Full-Time W-2
Penetration Tester	541512	2-4	Test network systems to find vulnerabilities that malicious hackers could exploit.	\$110,000	Full-Time W-2
Information Security Manager	541512	1-2	Oversee a company's network and data security, often managing a team of security	\$130,000	Full-Time W-2

			analysts.		
Cybersecurity Consultant	541512	2-4	Advise companies on the best practices for protecting sensitive information and systems.	\$120,000	Full-Time W-2
Incident Responder	541512	2-3	Address security incidents, breaches, and cyber threats, help to mitigate the damages after a cyber-attack and work to improve security measures.	\$100,000	Full-Time W-2
Security Auditor	541512	2-3	Conduct audits to ensure that security protocols are being followed and recommend changes where necessary.	\$90,000	Full-Time W-2
Security Administrator	541512	2-3	Manage an organization's security systems and security policies.	\$75,000	Full-Time W-2
Forensics Expert	541512	1-2	Help investigate breaches, identify the cause and source of data or system breaches, recover lost data, and assist in the prosecution of cybercriminals.	\$100,000	Full-Time W-2

Expansive Career Opportunities in Marketing, Technology, and Support Industries at Cinema City

Cinema City recognizes the synergistic power of marketing, technology, and support roles in driving our mission forward. As we carve a unique niche within the content creation industry, the diverse talents and expertise within these fields are crucial in shaping our vision into reality. We are committed to creating a multitude of roles within these sectors, ensuring a vibrant and inclusive job market.

From leading our branding initiatives and crafting compelling marketing strategies, roles such as the CMO, Creative/Marketing Director, and Digital Advertiser play a vital role. In the technology realm, positions like the CTO, Enterprise Architect, and iOS/Android Engineers are fundamental to our tech-driven approach, enabling us to push the boundaries of digital creativity. Moreover, our commitment to excellence is upheld by

support roles such as Project Managers, System Admins, and Quality Control specialists, ensuring smooth operations and the highest standard of our offerings.

The selection of our NAICS codes reflects this cross-industry focus:

1. **541613 - Marketing Consulting Services:** This code encompasses our marketing roles, underlining our dedication to strategic and impactful marketing initiatives.
2. **611710 - Educational Support Services:** This code reflects our commitment to continuous learning and growth, ensuring our teams stay at the forefront of industry developments.
3. **541511 - Custom Computer Programming Services:** This code is crucial to our technological innovations, with roles such as iOS/Android Engineers falling under this category.
4. **541690 - Other Scientific and Technical Consulting Services:** This code captures the consultative aspects of our operations, allowing us to provide expert advice and solutions.
5. **541512 - Computer Systems Design Services:** This code aligns with our tech-focused approach, capturing roles that contribute to the design and integration of our advanced computer systems.

With these codes and roles, Cinema City is laying a solid foundation for a dynamic job market within Broward County, signifying our commitment to community growth and economic development.

Job Title	NAICS Code	Employees	Description	Average Salary	Job Type
CMO (Marketing & Sales)	541613	1	Oversee the planning, development and execution of a company's marketing and advertising initiatives.	\$130,000	Full-Time W-2
Creative / Marketing Director	541613	1-2	Develop and manage creative ideas for a company's marketing and promotional campaigns.	\$66,000	Full-Time W-2
Digital Advertiser	541613	2-4	Create and manage online advertisements to promote a	\$65,000	Full-Time W-2

			company's products or services.		
Head of Creator Onboarding	541613	1	Lead the process of introducing and integrating new creators or employees into the organization.	\$60,000	Full-Time W-2
Graphic Designer	541613	2-3	Create visual concepts to communicate ideas that inspire, inform, or captivate consumers.	\$60,000	Full-Time W-2
Event Production Specialist	541613	1-2	Manage and coordinate events, including negotiating contracts, booking venues, and arranging technical equipment.	\$65,000	Full-Time W-2
Event Collaboration Manager	541613	1	Facilitate collaboration among event participants and manage the logistics of the event.	\$65,000	Full-Time W-2
Growth Director	541613	1	Responsible for identifying growth opportunities and implementing strategies to increase company revenue.	\$60,000	Full-Time W-2
Head of Community	541613	1	Lead community-engagement initiatives, both online and offline.	\$175,000	Full-Time W-2
Paid Media Manager	541613	1-2	Manage and optimize paid media campaigns across multiple platforms to achieve the company's goals.	\$66,000	Full-Time W-2
Talent Relationship Manager	541613	1-2	Build and maintain relationships with potential and current talent.	\$72,000	Full-Time W-2
Lead Generation Manager	541613	1-2	Responsible for driving lead generation strategies for the company.	\$72,000	Full-Time W-2
Brand Account Manager	541613	2-3	Manage client relationships and ensure the company's brand message is consistent.	\$60,000	Full-Time W-2
PR & Communications Coordinator	541613	1-2	Manage public relations efforts and communication between the company and its stakeholders.	\$60,000	Full-Time W-2
Internships	541613	2-4 (varies seasonally)	Entry-level positions providing practical experience in an occupation or profession.	\$9,000	Full-Time W-2

CTO	541511, 541512	1	Oversee the technological needs as well as research and development of the company.	\$200,000	Full-Time W-2
Enterprise Architect	541511, 541512	1-2	Design the structure and interaction of IT systems around the fulfillment of business needs.	\$150,000	Full-Time W-2
Master Architect	541511, 541512	1-2	Oversee the architecture of large-scale software systems.	\$150,000	Full-Time W-2
Infrastructure Manager	541511, 541512	1	Oversee and manage the operations of all IT hardware within the company.	\$150,000	Full-Time W-2
Security Specialist	541511, 541512	1-2	Focus on the protection of data, networks, and systems in an organization.	\$140,000	Full-Time W-2
iOS Engineers	541511, 541512	2-4	Develop applications for devices powered by Apple's iOS operating system.	\$120,000	Full-Time W-2
Android Engineers	541511, 541512	2-4	Develop applications for devices powered by Google's Android operating system.	\$120,000	Full-Time W-2
UX Specialist	541511, 541512	1-2	Improve the user's satisfaction with a product by improving the usability, accessibility, and pleasure provided in the interaction with the product.	\$120,000	Full-Time W-2
Growth Manager	541690	1	Lead initiatives to drive growth and increased revenue for the company.	\$72,000	Full-Time W-2
Sales Director	541690	1	Oversee all sales activities of the company.	\$85,000	Full-Time W-2
Content Manager	541690	1-2	Oversee the creation, editing, posting, updating, and occasional cleaning up outdated content.	\$75,000	Full-Time W-2
Brand Relationship Manager	541690	1-2	Cultivate and maintain relationships between a brand and its customers.	\$75,000	Full-Time W-2
Internships	541690	2-4 (varies seasonally)	Entry-level positions providing practical experience in an occupation or profession.	\$15,000	Full-Time W-2
Campus Reps	541690	Variable (based on number of	Serve as on-campus ambassadors for a company.	\$7,500	Full-Time W-2

		campuses)			
Dev. Manager	541511, 541512	1	Oversee a development team and coordinate strategies to make sure the goals and objectives of the project are met.	\$120,000	Full-Time W-2
Backend Developer	541511, 541512	2-4	Build and maintain the technology needed to power the components which enable the user-facing side of a website to exist.	\$115,000	Full-Time W-2
Data Scientist	541511, 541512	1-2	Interpret complex digital data, such as the usage statistics of a website, especially in order to assist a business in its decision-making.	\$120,000	Full-Time W-2
Project Manager	541511, 541512	1-2	Plan and oversee projects to ensure they are completed in a timely fashion and within budget.	\$100,000	Full-Time W-2
System Admin	541511, 541512	1-2	Maintain, upgrade and manage a company's software, hardware, and networks.	\$95,000	Full-Time W-2
Quality Control	541511, 541512	1-2	Responsible for ensuring that all company products meet quality standards before they go to market.	\$75,000	Full-Time W-2
Desktop/Server Support	541511, 541512	1-2	Provide help and advice to people and organizations using computer software or equipment.	\$75,000	Full-Time W-2
Support/Testing	541511, 541512	2-4	Work as part of a quality assurance team, testing software for defects and ensuring quality of the product before it goes to market.	\$65,000	Full-Time W-2

Bringing Hi-Tech Content Creation to Local Communities through Cinema City

Cinema City, a cutting-edge platform in the movie industry, is pioneering a wave of high-tech job creation in the realm of motion picture production, television, animation, and post-production editing. Leveraging the latest technologies and artistic talent, Cinema City is setting up to produce an array of captivating content, including movies, streaming shows, and television series. These productions promise to bring a surge of innovation

and economic activity to local communities, fostering a thriving ecosystem of creative professionals and technical experts.

The work of Cinema City encompasses a variety of industry sectors, reflected in several NAICS codes:

1. **512110 - Motion Picture and Video Production:** This code represents the core of Cinema City's work in producing movies, streaming shows, and television series. It includes the production and distribution of animated films and commercials.
2. **512191 - Teleproduction and Other Postproduction Services:** This code covers the crucial post-production phase of the content creation process, including editing, film/tape transfers, subtitling, credits, closed captioning, and creating animation and special effects.
3. **541511 - Custom Computer Programming Services:** This code reflects the high-tech aspect of Cinema City's work, particularly in the creation of computer-generated imagery (CGI) and other advanced visual effects often used in modern movie production.

These codes have been selected to reflect the broad spectrum of activities involved in high-tech content creation. They encompass everything from the initial stages of production to the final touches in post-production, covering both the artistic and technical aspects of the process. As such, they provide a comprehensive overview of the job opportunities and economic activity that Cinema City will bring to local communities.

Animation production and post-production jobs

Job Title	NAICS Code	Employees	Description	Average Salary	Job Type
Post-Production Supervisor	512191	1	Oversees the entire post-production process, coordinating the work of different departments and ensuring the project stays on schedule and within budget.	\$120,000	Full-Time W-2
Editor	512191	2-4	Assembles and edits the final cut of the movie, selecting the best shots, adding visual effects, and ensuring the story flows smoothly.	\$100,000	Full-Time W-2

Sound Designer	512191	2-3	Creates and manipulates audio elements such as dialogue, sound effects, and music to enhance the overall sound experience of the movie.	\$90,000	Full-Time W-2
Foley Artist	512191	1-2	Records and creates custom sound effects to enhance the authenticity and detail of the movie's audio.	\$70,000	Full-Time W-2
Music Composer	512191	1-2	Composes original music and scores to accompany the visuals and enhance the emotional impact of the movie.	\$100,000	Full-Time W-2
Colorist	512191	2-3	Enhances and balances the colors in each frame of the movie, ensuring visual consistency and creating the desired look.	\$80,000	Full-Time W-2
Visual Effects (VFX) Artist	512191	2-4	Adds visual effects and computer-generated imagery (CGI) to the movie, creating magical or fantastical elements as required.	\$90,000	Full-Time W-2
Compositor	512191	2-3	Integrates the different visual elements, including characters, backgrounds, and effects, into a seamless final image.	\$80,000	Full-Time W-2
Quality Control Technician	512191	2-3	Checks the movie for any technical issues or errors, ensuring the final product meets the required standards.	\$70,000	Full-Time W-2
Title Designer	512191	1-2	Creates and designs the opening and closing titles and any other on-screen text or graphics in the movie.	\$80,000	Full-Time W-2
Screenwriter	512110	1-2	Writes or adapts the screenplay, creating the story, dialogue, and character arcs.	\$100,000	Full-Time W-2
Storyboard Artist	512110	2-4	Creates visual representations of the story and sequences, helping to plan the shots and camera angles.	\$70,000	Full-Time W-2
Concept Artist	512110	2-3	Designs the overall look and visual style of the characters, environments, and props in the	\$80,000	Full-Time W-2

			movie.		
Character Designer	512110	2-3	Develops and designs the appearance and personality of the characters, ensuring their visual consistency.	\$90,000	Full-Time W-2
Background Artist	512110	2-3	Creates detailed and visually appealing backgrounds and environments that set the scene for the story.	\$70,000	Full-Time W-2
Visual Development Artist	512110	2-3	Explores and defines the overall visual concept and aesthetic of the movie, including color palettes and mood boards.	\$80,000	Full-Time W-2
Production Designer	512110	1-2	Oversees the overall visual aspects of the movie, including the set designs, props, and overall art direction.	\$100,000	Full-Time W-2
Casting Director	512110	1	Conducts auditions and selects the voice actors who will bring the characters to life through their performances.	\$80,000	Full-Time W-2
Director	512110	1	Oversees the entire production, providing creative vision and guiding the storytelling and overall direction of the movie.	\$550,000	Full-Time W-2
Producer	512110	1-2	Manages the production process, including budgeting, scheduling, and coordinating with different departments.	\$400,000	Full-Time W-2
Production Manager	512110	1	Handles the logistical aspects of the production, ensuring smooth operations and managing resources.	\$250,000	Full-Time W-2
Production Coordinator	512110	2-3	Assists the production manager with administrative tasks and coordinates between different departments.	\$80,000	Full-Time W-2
Art Director	512110	1-2	Leads the art department, supervising the visual development and ensuring the consistent artistic direction of the movie.	\$180,000	Full-Time W-2

Character Designer	512110	2-3	Designs and creates the appearance and personality of the characters, including their costumes, features, and expressions.	\$150,000	Full-Time W-2
Background Artist	512110	2-3	Creates the backgrounds and environments for the movie, including landscapes, buildings, and props.	\$90,000	Full-Time W-2
Storyboard Artist	512110	2-4	Creates visual sequences that represent the story, helping to plan the shots, camera angles, and pacing.	\$100,000	Full-Time W-2
Layout Artist	512110	2-3	Translates the storyboard into the actual layout of the scenes, determining the composition and positioning of elements.	\$80,000	Full-Time W-2
Animation Supervisor	512110	1-2	Oversees the animation process, working closely with animators to maintain the desired quality and style.	\$200,000	Full-Time W-2
Animator	512110	4-6	Brings the characters and objects to life through movement and performance, using computer software or traditional techniques.	\$120,000	Full-Time W-2
Lighting Artist	512110	2-3	Sets up the lighting for each scene, creating the atmosphere, shadows, and highlights to enhance the visual appeal.	\$150,000	Full-Time W-2
Effects Artist	512110	2-3	Creates and animates various visual effects, such as explosions, fire, water, and magical elements.	\$150,000	Full-Time W-2
Sound Designer	512110	2-3	Designs and creates the sound effects, ambient sounds, and Foley effects to enhance the audio experience.	\$120,000	Full-Time W-2
Music Composer	512110	1-2	Composes the original score or soundtrack for the movie, capturing the emotions and enhancing the storytelling.	\$180,000	Full-Time W-2

Content creation in high tech movies videos commercials and television jobs

Job Title	NAICS Code	Employees	Description	Average Salary	Job Type
Line Producers	512110	1-2	Oversee the entire production process, including budgeting and scheduling.	\$80,000	Part-Time 1099
Unit Production Managers	512110	1-2	Manage the logistics of production, ensuring resources are allocated effectively.	\$70,000	Part-Time 1099
Production Managers	512110	1-2	Coordinate various aspects of the production, overseeing budgets and schedules.	\$60,000	Part-Time 1099
Production Coordinators	512110	1-2	Assist in the coordination of production activities and administrative tasks.	\$45,000	Part-Time 1099
Assistant Directors	512110	1-2	Assist the director in planning and coordinating the production.	\$50,000	Part-Time 1099
Directors of Photography	512110	2-3	Responsible for the visual aspects of the film, including lighting and camera work.	\$75,000	Part-Time 1099
Camera Operators	512110	2-3	Operate cameras to capture footage according to the director's instructions.	\$50,000	Part-Time 1099
Camera Assistants	512110	1-2	Support camera operators by setting up and maintaining equipment.	\$40,000	Part-Time 1099
Production Designers	512110	1-2	Design the overall visual style and appearance of the production.	\$70,000	Part-Time 1099
Art Directors	512110	1-2	Oversee the artistic and visual elements of the production.	\$65,000	Part-Time 1099
Set Dressers	512110	1-2	Arrange and decorate sets to create the desired look and atmosphere.	\$45,000	Part-Time 1099
Prop Masters	512110	1-2	Manage and provide props required for the production.	\$50,000	Part-Time 1099
Gaffers	512110	1-2	Set up and control lighting equipment on set.	\$55,000	Part-Time 1099

Best Boy Electrics	512110	1-2	Assist the gaffer in setting up and managing lighting equipment.	\$45,000	Part-Time 1099
Generator Operators	512110	1	Operate and maintain generators to provide power on location.	\$40,000	Part-Time 1099
Key Grips	512110	1-2	Supervise the grip department and handle equipment related to camera support.	\$50,000	Part-Time 1099
Best Boy Grips	512110	2-3	Assist the key grip in setting up and managing grip equipment.	\$40,000	Part-Time 1099
Dolly Grips	512110	4-6	Operate camera dollies and cranes to achieve smooth camera movements.	\$45,000	Part-Time 1099
Key Make-Up Artists	512110	2-3	Create and apply makeup to actors according to the production requirements.	\$55,000	Part-Time 1099
Key Hair Stylists	512110	2-3	Style and manage the hair of actors based on the production's needs.	\$55,000	Part-Time 1099
Special Effects Make-Up Artists	512110	3-4	Create and apply special effects makeup for the production.	\$60,000	Part-Time 1099
Costume Designers	512110	4-6	Design and create costumes for the production.	\$60,000	Part-Time 1099
Wardrobe Supervisors	512110	3-5	Oversee the wardrobe department and ensure costumes are properly managed.	\$50,000	Part-Time 1099
Tailors	512110	2-4	Create, alter, and maintain costumes and clothing items.	\$45,000	Part-Time 1099
Shoppers	512110	1-2	Procure costumes, props, and other production-related items.	\$40,000	Part-Time 1099
Production Sound Mixers	512110	3-5	Record and mix audio on set during production.	\$60,000	Part-Time 1099
Boom Operators	512110	3-5	Operate the boom microphone to capture high-quality audio on set.	\$45,00	Part-Time 1099
Director	512110	2-3	Oversees the entire production, making crucial creative and logistical	\$250,000	Part-Time 1099

			decisions.		
Producers	512110	2-3	Handles financial and administrative details, ensures the project stays on schedule and within budget.	\$200,000	Part-Time 1099
Asst. Directors (ADs)	512110	2-3	Assists the director by organizing and coordinating the shoot.	\$150,000	Part-Time 1099
Production Assistance	512110	2-3	Provides various types of support to production teams.	\$50,000	Part-Time 1099
Location Sound	512110	2-3	Responsible for capturing the highest quality sound on set.	\$85,000	Part-Time 1099
Location VFX	512110	1-2	Handles visual effects on location.	\$150,000	Part-Time 1099
Costumes	512110	1-2	Responsible for designing, creating, and maintaining costumes.	\$90,000	Part-Time 1099
Art Department	512110	1-2	Responsible for the visual aspect of the film, including sets, costumes, makeup, props, etc.	\$80,000	Part-Time 1099
Construction	512110	1-2	Constructs the set and any necessary elements.	\$90,000	Part-Time 1099
Craft Services	512110	1-2	Provides food and beverages on set.	\$55,000	Part-Time 1099
Medical / Health & Safety	512110	2-3	Provides healthcare and safety oversight on set.	\$50,000	Part-Time 1099
Production Office	512110	2-3	Handles administrative tasks related to production.	\$75,000	Part-Time 1099
Assistance / Writers room	512110	1-2	Assists the writers by researching, note-taking, etc.	\$80,000	Part-Time 1099
Accounting	512110	1-2	Manages the financial aspects of the production.	\$80,000	Part-Time 1099
Locations Department	512110	1-2	Finds, secures, and manages film locations.	\$80,000	Part-Time 1099
Casting	512110	1-2	Finds and hires actors for roles in the film.	\$60,000	Part-Time 1099
Transportation	512110	1-2	Responsible for transport logistics of cast, crew, and	\$60,000	Part-Time 1099

			equipment.		
Catering	512110	1-2	Provides meals for the cast and crew.	\$55,000	Part-Time 1099

Hi-Tech post-production content creation jobs

Job Title	NAICS Code	Employees	Description	Average Salary	Job Type
Video Editor	512191	2-4	Edits and assembles raw footage into a cohesive video, making creative decisions on pacing, timing, and flow.	\$60,000	Full-Time W-2
Colorist	512191	1-2	Enhances and corrects the color of footage to achieve the desired visual style or mood.	\$70,000	Full-Time W-2
Visual Effects (VFX) Artist	512191	2-4	Creates digital effects and computer-generated imagery (CGI) to enhance or modify footage.	\$80,000	Full-Time W-2
Compositor	512191	2-4	Combines visual elements from various sources to create the final image, often involving green screen removal.	\$70,000	Full-Time W-2
Sound Designer	512191	1-2	Designs and creates audio elements, such as sound effects and ambient sounds, to enhance the overall audio experience.	\$70,000	Full-Time W-2
Sound Mixer	512191	1-2	Mixes and balances audio tracks, including dialogue, music, and sound effects, for the final soundtrack.	\$75,000	Full-Time W-2
Motion Graphics Designer	512191	1-3	Designs and creates animated graphic elements to enhance visual storytelling.	\$65,000	Full-Time W-2
3D Animator	512191	2-4	Creates lifelike character animations or special effects using computer-generated imagery (CGI) techniques.	\$75,000	Full-Time W-2
Rotoscope Artist	512191	1-2	Traces and isolates elements in footage for further manipulation or compositing.	\$60,000	Full-Time W-2

Post-production Supervisor	512191	1	Oversees the entire post-production process, ensuring projects are delivered on time and meet quality standards.	\$80,000	Full-Time W-2
Data Wrangler	512191	1-2	Manages and organizes digital media files throughout the post-production process.	\$60,000	Full-Time W-2
Assistant Editor	512191	2-3	Provides support to the editor, organizing footage, preparing timelines, and handling administrative tasks.	\$50,000	Full-Time W-2
Title Designer	512191	1	Creates visually appealing and informative title sequences and typography for video projects.	\$60,000	Full-Time W-2
Quality Control Technician	512191	1-2	Conducts thorough checks on the final product to ensure it meets technical specifications and quality standards.	\$55,000	Full-Time W-2
Audio Engineer	512191	1-2	Records, mixes, and manipulates audio elements to achieve the desired sound quality.	\$70,000	Full-Time W-2
Director	512191	1	Provides overall creative vision and leadership for the project, guiding key creative decisions.	\$550,000	Full-Time W-2
Producers	512191	1-2	Oversees all aspects of production, from concept to completion, managing budget, schedule, and team.	\$400,000	Full-Time W-2
Post Production Supervisor	512191	1	Manages the post-production process, liaising between the director, editors, and post-production crew.	\$100,000	Full-Time W-2
Offline Editors / Asst. Editors	512191	2-3	Helps assemble the footage in the early stages, providing the initial cut of the film or show.	\$100,000	Full-Time W-2
Online Editors	512191	1-2	Refines the final edit after offline editing, focusing on technical details such as color correction and special effects.	\$100,000	Full-Time W-2
Colorists	512191	1-2	Responsible for applying the final look and color grade to a film or video.	\$85,000	Full-Time W-2

Animator / Graphic Design	512191	2-4	Creates animated elements, visual effects, or designs graphics as per the project's requirements.	\$85,000	Full-Time W-2
Sound Design	512191	1-2	Creates soundtracks for a production, including sound effects, music, and voiceovers.	\$85,000	Full-Time W-2
Foley Artist	512191	1	Creates bespoke sound effects to enhance the audio quality of the production.	\$55,000	Full-Time W-2
Legal	541110	1-2	Provides legal advice on contracts, intellectual property, and other legal matters related to the production.	\$150,000	Full-Time W-2

Summary of Data Collection and Methodology

This document presents our research findings for the proposed Cinema City project, specifically in terms of potential industries, their corresponding NAICS codes, and employment statistics. Our methodology is based on a combination of expert knowledge and data from reputable online sources. It's important to note that the data represented here is based on the best information available at the time of research.

NAICS codes were identified by cross-referencing the proposed sectors with the North American Industry Classification System. This system is used by Federal statistical agencies to classify business establishments for the purpose of collecting, analyzing, and publishing statistical data related to the U.S. business economy.

Salary data was obtained from trusted industry sources, including but not limited to, ZipRecruiter, Indeed, and Glassdoor. We recognize that salaries can fluctuate based on a multitude of factors and the figures presented are averages, intended to provide a broad perspective on potential earnings within each identified industry.

Employment statistics are, at this stage, largely based on data from professional networking sites such as LinkedIn, as well as various job websites. The exact number of jobs that will be created within Cinema City in each industry cannot be definitively stated at this point. The numbers provided are estimates based on the average size of companies within each industry. These estimates range from small-scale companies to large corporations.

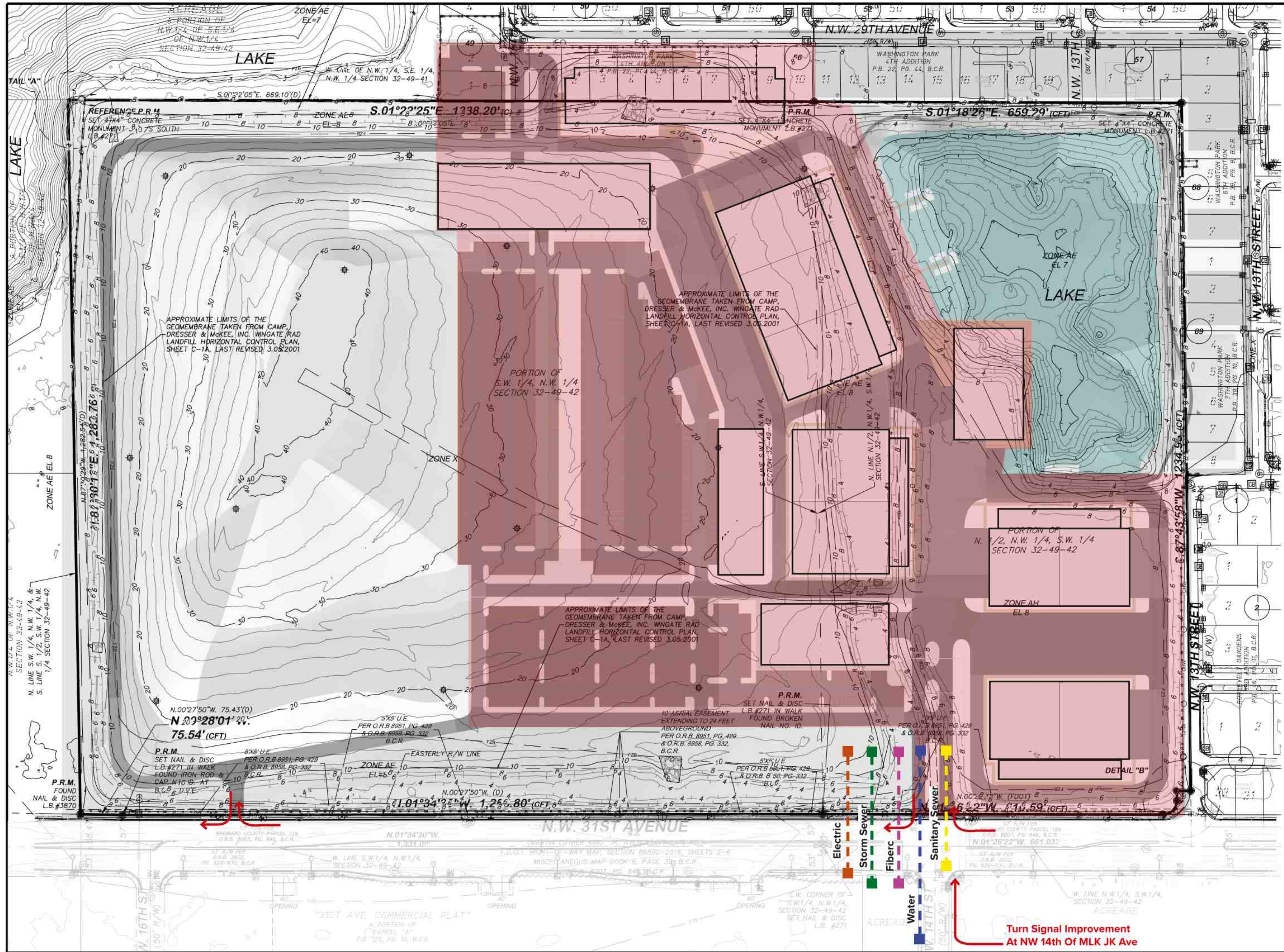
Furthermore, the distinction between part-time and full-time positions is also currently indeterminable. The proportion of part-time to full-time jobs will be largely dependent on the specific needs and operational models of the companies that eventually establish themselves within Cinema City.

In conclusion, while we strive to provide accurate and timely information, the data contained in this document should be considered as estimations. The actual figures will depend on a variety of factors, including market conditions, company decisions, and the specific business agreements that will be established as Cinema City continues to develop and attract tenants.

Private Funding necessary for the project including infrastructure is committed by JSB Capital Group LLC

- JSB Capital Group is a privately-held investment firm with primary offices in Miami, New York City and Baltimore
- JSB has invested over \$2.5bn of equity, representing greater than \$10bn of asset value, which is actively managed for its principals and co-investors
- JSB has been owned since 2015 by the same management, asset management and acquisition team and has a best in class track record of investment and community creation.
- JSB's investment professionals have extensive experience in acquisitions, structuring, financing, operations as well as project and construction management

Deloitte's review indicates that the proposed structure, assumptions, and forecasts indicate that the studio project is viable, subject to the risks and mitigants expressed in our findings.



LEGEND

- Earthwork
- Roadway-Back Lot Area
- Electric
- Storm Sewer
- Water
- Sanitary Sewer
- Fiber
- Turn Lane

Project Name

CINEMA CITY

Client

edsa PLANNING
LANDSCAPE ARCHITECTURE
URBAN DESIGN
1512 E. BROWARD BOULEVARD, SUITE 110
FORT LAUDERDALE, FLORIDA 33301 USA
TEL: 954.524.5330

Consultants

Key Plan

Rev	Date	Issued for

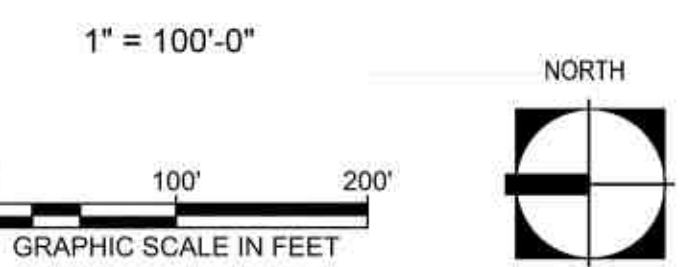
Date	06/29/2023
Designed By	
Drawn By	
Approved / Checked By	
Project Number	

Seal

Project Phase

Sheet Title

Sheet Number



A Film and MULTIMEDIA INNOVATION CAMPUS



Virtual Production



CUTTING-EDGE TECHNOLOGY SUCH AS GAME DEVELOPMENT, COMPUTER GRAPHICS AND AUGMENTED REALITY IS CHANGING THE WAY MEDIA CONTENT IS CREATED

WITH THIS MULTIMEDIA INNOVATION CAMPUS

PRODUCTIONS INTERESTS

3X THE AMOUNT OF CONTENT CAN BE FILMED

40% SAVINGS ON TRAVEL AND LOGISTICS

~~2X~~ CARBON FOOTPRINT REDUCTION
SUNRISE

INDUSTRIES INVOLVED

LED DISPLAY
TECHNOLOGY IT
NETWORK
COMPUTER GRAPHICS
ARTIFICIAL
INTELLIGENCE GAME
DEVELOPMENT
3D DESIGN
SOFTWARE
ENGINEERS

DATASCIENCE
STAGE PRODUCTION
ROBOTICS MOTION TRACK
CYBER SECURITY COLOR
SCIENCE CREATIVE ARTS
ARCHITECTURE
VISUALIZATION MEDIA &
ENTERTAINMENT
INFORMATION SYSTEM &
ANALYTICS
WIRELESS TECHNOLOGY

**\$250MM+ PROJECT
CAPITAL
INVESTMENTS**



61 ACRE CAMPUS



**STATE OF
THE ART
FACILITY**

TRADITIONAL TRADES

LINE PRODUCERS
UNIT PRODUCTION MANAGERS
PRODUCTION MANAGERS
PRODUCTION
COORDINATORS ASSISTANT
DIRECTORS DIRECTORS OF
PHOTOGRAPHY CAMERA
OPERATORS
CAMERA ASSISTANTS
PRODUCTION
DESIGNERS ART
DIRECTORS
SET
DRESSERS
PROP
MASTERS
GAFFERS
BEST BOY ELECTRICS
GENERATOR
OPERATORS KEY GRIPS
BEST BOY
GRIPS DOLLY
GRIPS
KEY MAKE-UP
ARTISTS KEY HAIR
STYLISTS
SPECIAL EFFECTS MAKE-UP
ARTISTS COSTUME DESIGNERS
WARDROBE
SUPERVISORS
TAILORS
SHOPPERS
PRODUCTION SOUND
MIXERS BOOM OPERATORS
CATERERS
CRAFT SERVICES

J O B S

DIGITAL TRADES

vFX SUPERVISORS
VFX
COORDINATORS
DIGITAL IMAGING TECHNICIANS
VOLUME OPERATORS
MOTION CAPTURE
SUPERVISORS REAL TIME
COMPOSITORS SYSTEMS
ADMINISTRATORS SYSTEMS
TECHNICAL DIRECTORS LED
ENGINEERS
VOLUME ENGINEERS
VIRTUAL CAMERA
OPERATORS
VIRTUAL PRODUCTION
SUPERVISORS ENGINE
OPERATORS
DATAMANAGERS
DIGITAL ARTISTS
UNREAL ENGINE
PROGRAMERS VIDEO
EDITORS
ASSISTANT EDITORS
POST PRODUCTION
SUPERVISORS SOUND EDITORS
SOUND
DESIGNERS
SOUND MIXERS
CAD ENGINEERS

CONSERVATIVE ANNUAL JOB ESTIMATES

MULTIMEDIA INNOVATION STUDIO EMPLOYEES = 75

PART TIME TRADITIONAL TRADES = 828

FULL TIME DIGITAL TRADES = 1,872

EST AGGREGATE JOBS PER YR =

2,800

AVERAGE 276 JOBS PER PRODUCTION

TYPICAL PRODUCTION SCHEDULES RANGE FROM 1MTH TO 3 MTHS

EX: 3 PRODS QRTLTY = 828 PART TIME JOBS

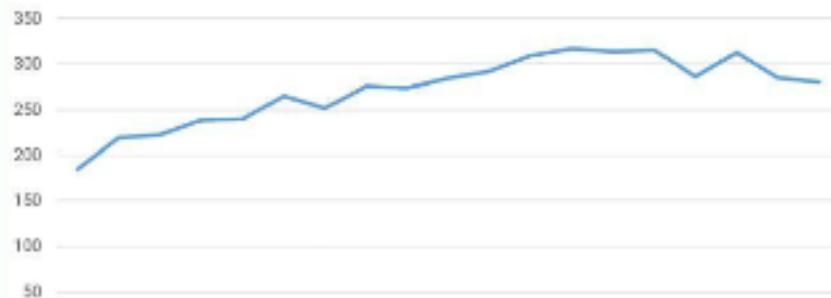
AVERAGE 156 JOBS PER PRODUCTION

DIGITAL TRADES JOBS COMMONLY SPAN 12MTHS

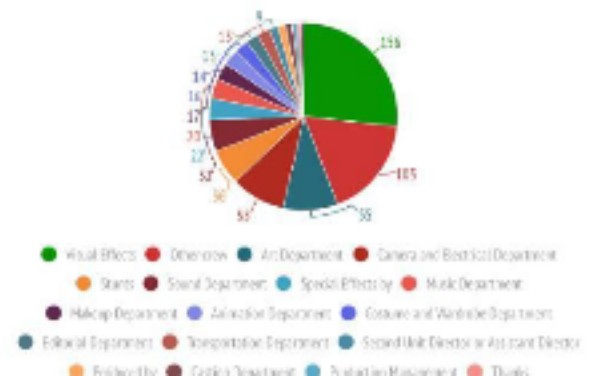
EX: 3 PRODS QRTLTY = 1,872 FULL TIME JOBS

Between 2000 and 2018, the average film released in North American cinemas employed 276 people in crew roles. This covers development, pre-production, shooting and post-production.

Average number of crew members on a feature film with a Domestic theatrical release



Average number of film crew credits per department (1994-2013)





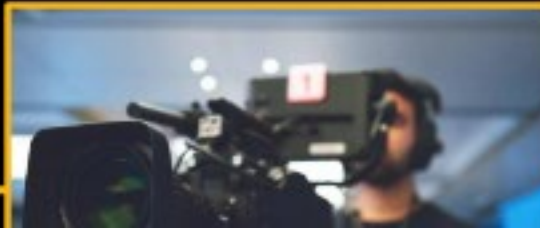
EDUCATION

HIGH SCHOOL PROGRAMS

IN TANDEM WITH LOCAL SCHOOL SYSTEM

JOB TRAINING AND INTERN PROGRAM

COLLEGE DEGREE PROGRAM



ECONOMIC

EXAMPLE OF NEEDS FROM LOCAL VENDORS

ART

DEPARTMENT

PAINT
FABRIC
PRINTING
ART
SUPPLIES

WARDROBE

ROBES
JACKETS
CLOTHING
ACCESSORIES
IRONS/STEAMERS
SEWING
MACHINES
HANGERS
RACKS
LAUNDRY
DRY CLEANING

GRIP

DOLLIES/TOOLS
TRUCKS
CRANES
ROPE
CHAIN
CONNECTOR
PIPE

SET

CONSTRUCTION

CABINETRY
WINDOWS
WOOD
CONCRETE
HARDWARE
TOOLS
TRUCKS

CATERING

FOOD
CONDIMENTS
SNACKS
DRINKS
ICE
COFFEE

ELECTRIC

GENERATORS
CABLES
SAFETY
EQUIPMENT

PRODUCTION

DESIGN

FURNITURE
WALLPAPER
PAINT
CARPETING
LIGHTING

ALL CREW

FOOD
HOTEL
RENTAL CARS
GAS
ENTERTAINMENT
LAUNDRY

PROP MASTER

ANTIQUES
HOUSEHOLD
PRODUCTS
SPORTING
GOODS
WEAPONS
FOOD
SET CHAIRS

AD DEPARTMENT

TRAILER
GENERATOR
WALKIE-TALKIES
PRINTING
SUPPLIES

SOUND

DEPARTMENT
BATTERIES
BLANKETS
CLIPS/CLAMPS
MEDICAL

CAMERA

DEPARTMENT

COMPUTER
MEDIA
CASES
BATTERIES
SIRENS
FLASHLIGHTS
TAPE

HAIR/MAKE-UP

TRAILER
HAIR
PRODUCTS
MAKE-UP

PROJECT WINGATE
FORT LAUDERDALE
PRELIMINARY CONCEPTUAL SITE COST ESTIMATE
PUBLIC IMPROVEMENTS

ITEM	DESCRIPTION		TOTAL ESTIMATE PUBLIC
1	Earthwork		\$ 300,000
2	Sanitary Sewer		\$ 430,000
3	Storm Sewer		\$ 1,200,000
4	Water		\$ 495,000
5	Gas		\$ 702,225
6	Fiber		\$ 412,500
7	Electric		\$ 525,000
8	Roadway - Studio Area, Signals, Turn Lanes		\$ 2,430,000
9	Roadway - Back Lot Area		\$ 0
	SUBTOTAL		\$ 6,494,725
10	Maintenance of Traffic	1%	\$ 64,947
11	Mobilization	5%	\$ 324,736
12	Bonds & Insurance	2%	\$ 129,895
13	Testing	2%	\$ 129,895
14	Permits	2%	\$ 129,895
	SUBTOTAL		\$ 779,367
	Engineering	15.00%	\$ 974,209
	Contingency	20%	\$ 1,454,818
	SUBTOTAL CONSTRUCTION		\$ 9,703,119
	TOTAL PRELIMINARY OPINION OF PROBABLE CONSTRUCTION COST		\$ 9,703,119

