

Scientific Games Names Shawn G. Williams Chief Human Resources Officer



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LAS VEGAS, July 12, 2017 /PRNewswire/ -- Scientific Games Corporation (NASDAQ: SGMS) ("Scientific Games" or the "Company") today announced the appointment of Shawn G. Williams as Chief Human Resources Officer ("CHRO"), reporting directly to Chief Executive Officer Kevin Sheehan and effective immediately. Williams' appointment comes as Gary Melampy, the Company's current CHRO, has announced his retirement.



(PRNewfoto/Scientific Games Corporation)...

In this role, Williams will be responsible for developing and executing Scientific Games' global human resource ("HR") strategy in support of the Company's long-term business strategies. His specific focus areas will be talent management, change management, organizational and performance management, training and development, compensation, succession planning, and culture.

Scientific Games Chief Executive Officer Kevin Sheehan said, "Shawn brings over two decades of experience and proven success driving performance and results in global organizations in the technology sector, with a focus on HR, operations, corporate strategy and business transformation. Our shared passion for entrepreneurship and organizational development will serve us well as we continue to grow our business, hire and develop the best people, and drive a high-performance culture."

Williams joins Scientific Games after serving in a number of high-level executive roles. Most recently, he served as co-founder of Defi LLC, a consulting firm for technology start-ups providing business strategy, operations, marketing, investment capital, and financial management expertise.

Before that, as chief administration officer for LeECO Holdings North America, Williams led HR, information technology, and real estate, growing the company from 75 employees to more than 1,500 and launching exclusive deals with AT&T, Best Buy, Walmart and Amazon.

Earlier, as Chief Administration Officer with Samsung Electronics America, Williams led business operations for the \$38 billion electronics and telecommunications business, driving a complete revitalization of the HR function to establish a new culture of collaboration and performance.

And during his 12-year career with Hewlett Packard, Williams held roles of increasing responsibility, ending his tenure as Chief Operations and People Officer for enterprise services. He led a global team for the \$28 billion, 160,000-employee IT service business, implementing a worldwide labor model that tripled margins and a new variable compensation program that fostered growth.

Williams holds a Bachelor of Science degree in Business Administration from the University of Houston, and completed executive leadership programs at Stanford University in Palo Alto, California and Babson College in Wellesley, Massachusetts.

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About Scientific Games

Scientific Games Corporation (NASDAQ: SGMS) is a leading developer of technology-based products and services and associated content for worldwide gaming, lottery and interactive markets. The Company's portfolio includes gaming machines, game content and systems; table games products and shufflers; instant and draw-based lottery games; server-based lottery and gaming systems; sports betting technology; loyalty and rewards programs; and interactive content and services. For more information, please visit ScientificGames.com.

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Forward-Looking Statements

In this press release, Scientific Games makes "forward-looking statements" within the meaning of the U.S. Private Securities Litigation Reform Act of 1995. Forward-looking statements describe future expectations, plans, results or strategies and can often be identified by the use of terminology such as "may," "will," "estimate," "intend," "plan," "continue," "believe," "expect," "anticipate," "target," "should," "could," "potential," "opportunity," "goal," or similar terminology. These statements are based upon management's current expectations, assumptions and estimates and are not guarantees of timing, future results or performance. Therefore, you

should not rely on any of these forward-looking statements as predictions of future events. Actual results may differ materially from those contemplated in these statements due to a variety of risks and uncertainties and other factors, including, among other things: competition; U.S. and international economic and industry conditions, including slow growth of new gaming jurisdictions, slow addition of casinos in existing jurisdictions, and declines in the replacement cycle of gaming machines; ownership changes and consolidation in the gaming industry; opposition to legalized gaming or the expansion thereof; inability to adapt to, and offer products that keep pace with, evolving technology, including any failure of our investment of significant resources in our R&D efforts; inability to develop successful products and services and capitalize on trends and changes in our industries, including the expansion of internet and other forms of interactive gaming; laws and government regulations, including those relating to gaming licenses and environmental laws; dependence upon key providers in our social gaming business; inability to retain or renew, or unfavorable revisions of, existing contracts, and the inability to enter into new contracts; level of our indebtedness, higher interest rates, availability or adequacy of cash flows and liquidity to satisfy indebtedness, other obligations or future cash needs; inability to reduce or refinance our indebtedness; restrictions and covenants in debt agreements, including those that could result in acceleration of the maturity of our indebtedness; protection of our intellectual property, inability to license third party intellectual property, and the intellectual property rights of others; security and integrity of our products and systems and reliance on or failures in information technology and other systems; challenges or disruptions relating to the implementation of a new global enterprise resource planning system; failure to maintain internal control over financial reporting; natural events that disrupt our operations or those of our customers, suppliers or regulators; inability to benefit from, and risks associated with, strategic equity investments and relationships; failure to achieve the intended benefits of our acquisitions; incurrence of restructuring costs; implementation of complex revenue recognition standards or other new accounting standards; changes in estimates or judgments related to our impairment analysis of goodwill or other intangible assets; fluctuations in our results due to seasonality and other factors; dependence on suppliers and manufacturers; risks relating to foreign operations, including fluctuations in foreign currency exchange rates, restrictions on the payment of dividends from earnings, restrictions on the import of products and financial instability, including the potential impact to our business resulting from the affirmative vote in the U.K. to withdraw from the EU, and the potential impact to our instant lottery game concession or VLT lease arrangements resulting from the recent economic and political conditions in Greece; changes in tax laws or tax rulings, or the examination of our tax positions; dependence on key employees; litigation and other liabilities relating to our business, including litigation and liabilities relating to our contracts

and licenses, our products and systems, our employees (including labor disputes), intellectual property, environmental laws and our strategic relationships; influence of certain stockholders; and stock price volatility.

Additional information regarding risks, uncertainties and other factors that could cause actual results to differ materially from those contemplated in forward-looking statements is included from time to time in our filings with the SEC, including the Company's current reports on Form 8-K, quarterly reports on Form 10-Q and its latest annual report on Form 10-K filed with the SEC on March 3, 2017 (including under the headings "Forward Looking Statements" and "Risk Factors"). Forward-looking statements speak only as of the date they are made and, except for Scientific Games' ongoing obligations under the U.S. federal securities laws, Scientific Games undertakes no obligation to publicly update any forward-looking statements whether as a result of new information, future events or otherwise.

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