

## **GLI PROMOTES DAN LEWIS TO DIRECTOR OF ENGINEERING**

LAS VEGAS (March 30, 2010) – Gaming Laboratories International has promoted Dan Lewis to Director of Engineering. Lewis has been with GLI for seven years as the company’s Technical Devices Manager in the Las Vegas Lab, overseeing the intricate process of device testing. In his new position, Lewis will direct all engineering efforts in the Las Vegas Lab and will report directly to Ian Hughes, Senior Director of Engineering & Client Services.

Hughes said, “We are thrilled that Dan has accepted this new position as Director of Engineering. Over the past seven years, Dan has proven himself to be an invaluable team member and team leader, and our customers can continue to feel confident that only the best engineers are testing devices and systems.”

Lewis has an extensive engineering background including engineering support for business application systems; CAE, CAD and CAM products; systems software quality assurance; writing application software; and project management directing new products through agency testing for FCC and UL.

For more than 20 years, Gaming Laboratories International has been the world leader in independent testing for the gaming industry. With 13 testing laboratories spread across Africa, Asia, Australia, Europe, South America and the United States, GLI is the only global organization of its kind to hold both U.S. and international accreditations for compliance with ISO 17025 and 17020 standards for technical competence in testing and inspection services. For more information, visit [www.gaminglabs.com](http://www.gaminglabs.com).

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