

Ryan Clements
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Nominated as ONTARIO ACTIVE DIRECTOR

Growing up on a horse farm in Uxbridge, Ontario racing has always been a part of my life and is in my blood. My parents tried their very best to keep me from working within the industry, as they knew first hand how difficult the life of a horseman can be. Unfortunately for their plans, they could not keep me away completely.

My first real entry into the industry came when I co-founded Online Harness Owner when I was just starting university. I wanted to buy a horse, but didn't have enough money- and I guessed that there were other people out there who would enjoy the unique experience as well. Through running that business, I learned that technology and software are vital to any business in this day and age, and can be extremely challenging to develop.

I went back to school to finish a computer science degree, and then began a career in software. After a few years of building software for other companies I could feel the pull back to racing beginning. I have always wanted to show the world how great this sport is, and I couldn't think of any better way to do that then to build a mobile game. I began working on Off and Pacing, a game where you manage a stable of virtual horses on your phone, along with one other software developer that I hired on a six-month contract. Since then our games have been played by over 100,000 people from around the world. With an average player age of 25, Catch Driver (our multiplayer harness racing game) is connecting with a new generation of harness racing fans.

I believe I can bring some fresh ideas, along with experience in technology- and I'd love to do my very best to represent you in this role. I firmly believe our sport has a bright future, but we need to embrace new ideas and change in order to get there.