# K-POP Fandom Project LeisureMeta

## LM WHITE PAPER

SEPTEMBER 2025

LEISURE META

# INDEX


## 1. LeisureMeta Project

1-1 Introduction to the LeisureMeta Project

1-2 A New Form of Employment: Web 3.0 Creator

1-3 A New Form of Space: LM Oil Tank Culture Park

## 02. LeisureMeta Ecosystem

2-1 Overview of the LeisureMeta Ecosystem

2-2 Governance Structure of the LeisureMeta DAO

2-3 LeisureMeta Token Economy

2-4 LeisureMeta DApp and Services

## 03. Business Objectives

3-1 The K-POP Fandom Market

3-2 LeisureMeta Business Objectives

3-3 Business Model and Revenue Structure

3-4 Roadmap

## 04. Technical Details

4-1 Technological Background

4-2 Development and Core Technologies of the LeisureMeta Chain

4-3 Performance and Operational Achievements

4-4 Strategic Transition: Integration into the EVM Ecosystem

## 05. Token Issuance and Distribution

5-1 Token Issuance Information

5-2 Token Distribution Structure and Circulation Plan

## 06. Team and Advisors

6-1 Core Team Members

6-2 Advisors

6-3 Technical Advisors

6-4 Creative Advisors

6-5 Legal Advisors

## 07. Partners

7-1 Strategic Partnerships

# Legal and Risk Factors

This document has been prepared to provide information, including the LM Token ecosystem and its technical details, to unspecified individuals who are interested in the LeisureMeta (LM) Token Project.

The LM Team has carefully reviewed the relevant matters and provided detailed technical descriptions to prepare the information contained herein, and uses reasonable efforts, including updates, to deliver the most current information. However, this does not mean that the LM Team guarantees or represents that any part of this document is accurate or complete. The contents of this document were prepared as of the date of drafting, and none of the contents, in whole or in part, constitutes any binding commitment or obligation. Accordingly, the LM Team assumes no legal responsibility for any damages arising from the use or non-use of the information set forth herein, or from any inaccuracies or incompleteness in the content.

Furthermore, the LM Team bears no responsibility for any acts in which this document is used for purposes other than providing information, which is its sole intended purpose. In the event of any discrepancies in interpretation between this document written in Korean and versions translated into other languages, the most recent Korean version shall take precedence. However, this shall not be construed as a guarantee of responsibility for the contents of the Korean version. No part of this document may be copied, modified, distributed, or provided to any third party without the prior consent of the LM Team.

The “forward-looking information” contained in this document refers to information that has not been subject to independent verification. Such information relates to future events rather than past ones, and refers to anticipated future performance. Expressions of forward-looking information may include words such as “expect,” “forecast,” “plan,” “anticipate,” and similar terms. These forward-looking statements are subject to changes in future circumstances and are inherently uncertain. As a result of such uncertainties, actual future performance may differ materially from the content expressed or implied in the forward-looking information.

In addition, the forward-looking statements are based on conditions as of the date of this document and reflect current market circumstances and development environments. They are subject to change due to future environmental shifts or strategic adjustments, and such changes may occur without prior notice. The LM Team assumes no legal or moral responsibility for any losses arising from the use of this document.

If any terms or expressions of this disclaimer regarding the exclusion of legal liability under this document are found to be inconsistent with applicable laws, such terms or expressions shall become invalid until they are amended. However, the remainder of the disclaimer shall continue to remain in full force and effect.

# 1-1 Introduction to the LeisureMeta Project

## Leisure + Meta = LEISURE META

LeisureMeta is a New Normal community project that seeks to establish a socio-cultural and economic ecosystem where Web 3.0 creators and fans come together. The term “Leisure” originates from the Latin word Licere, meaning “to set people free,” which refers to freedom from work and obligations. LeisureMeta expands upon this concept by redefining all creative activities, whether online or offline and beyond the boundaries of conventional work and duties, as a new form of labor.

Meta signifies not a mere extension but a leap to a higher dimension. The Metaverse is a space that transcends the extension of the physical world and opens a new horizon for the digital economy. In the era of the digital economy expanded by the Fourth Industrial Revolution and technological innovation, LeisureMeta introduces the concept of the Web 3.0 Creator as a new form of employment and source of income to set people free in the truest sense.

A Web 3.0 Creator is a new form of profession in which anyone can become a creator, build a fandom, and enjoy both economic freedom and creative autonomy. Through a blockchain-based token economy, LeisureMeta guarantees creators the rights to the ownership and added value of the content and data they produce, while also supporting the formation of autonomous communities built on DAO governance.

In the LeisureMeta ecosystem, ordinary users can follow creators to become fans and, by going beyond simple support, grow together as members of a socio-cultural and economic community. To realize this vision, LeisureMeta is building the virtual space of Metaverse City and the LM Oil Tank Culture Park, a hub where the physical and digital worlds converge, thereby presenting a new urban culture that bridges the virtual and the real.

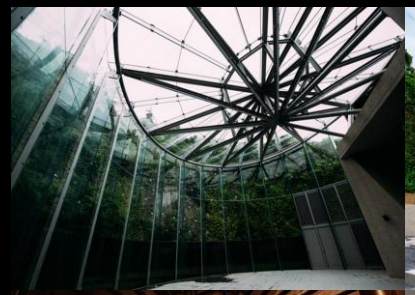
As a Web 3.0 Enabler, LeisureMeta provides the core infrastructure for a digital economy where rights are guaranteed, aiming to realize a New Normal socio-cultural and economic community founded on respect for humanity and freedom of will.

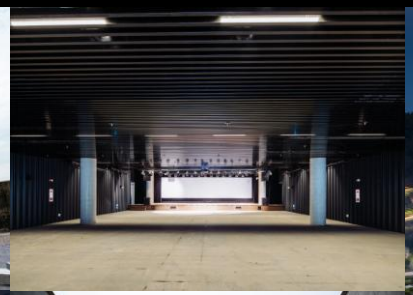
# 1-2 A New Form of Employment: Web 3.0 Creator

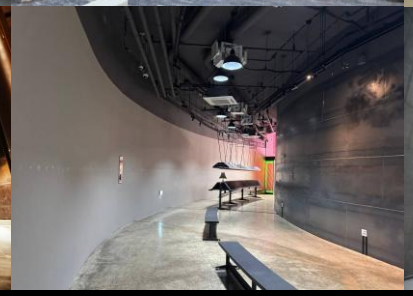
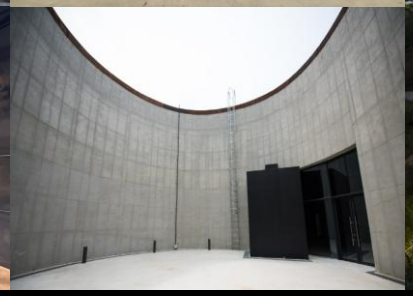
As the Fourth Industrial Revolution accelerates the replacement of traditional jobs by automation and machines, humanity requires new forms of employment and sources of income to achieve true freedom from work and obligations. In response to these changes, LeisureMeta leverages blockchain and Web 3.0 technologies to redefine creative activity as labor, enabling creators to preserve the full value of their data and digital content while enjoying fair rights. Through this framework, LeisureMeta introduces the Web 3.0 Creator as a new profession where anyone can become a creator, build a fandom, and be assured of both economic freedom and creative autonomy. The LeisureMeta ecosystem serves as the foundation for these activities.

# 1-3 A New Form of Space: LM Oil Tank Culture Park

LeisureMeta presents a new form of space where Web 3.0 creators and fans go beyond mere online communication to experience the connection between the physical and digital worlds. A representative hub of this vision is the LM Oil Tank Culture Park. The LM Oil Tank Culture Park is not simply an offline venue but functions as a hybrid hub where the metaverse and the real world intersect. It is both a physical community where creators and fans can meet and interact directly, and a space interconnected with Metaverse City that provides an experience breaking down the boundaries between online and offline. In other words, fandoms and creative activities formed in the digital world extend into a real-world space, while real-world activities are reflected back into the digital ecosystem, creating a bidirectional center of exchange. The LM Oil Tank Culture Park is designed not merely as a cultural venue but as a hub where diverse activities such as creation, exhibition, performance, education, and business networking can take place. Through this, Web 3.0 creators can share and monetize the digital content they produce in offline settings, while fans can directly engage with creators and participate as members of the community. Ultimately, the LM Oil Tank Culture Park will serve as the experiential core of the LeisureMeta ecosystem and establish itself as a landmark of the Web 3.0 creator economy that bridges the virtual and the real.





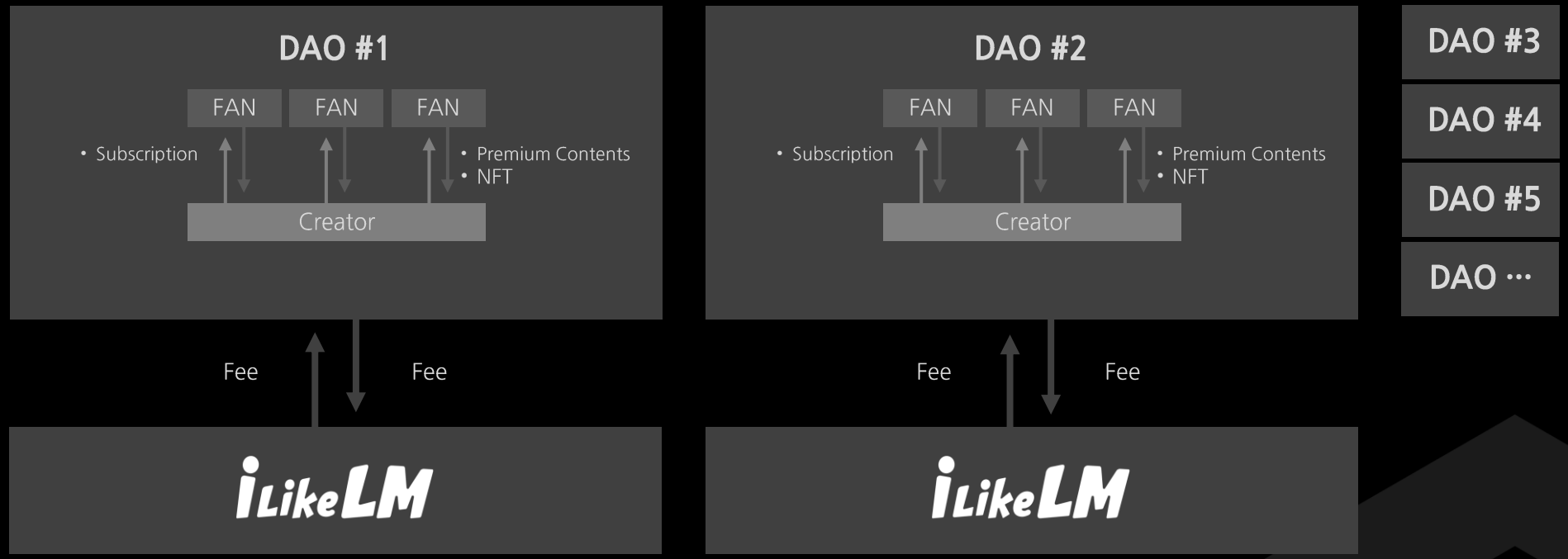



# 2-1 Overview of the LeisureMeta Ecosystem

The LeisureMeta ecosystem is an autonomous community in which blockchain, DApps, DAO, LM Tokens, commerce (MD), and the LM Oil Tank Culture Park are organically interconnected. Members secure trust and transparency through blockchain, while carrying out autonomous decision-making and collaboration through DApp and DAO governance.

The LM Token hub, provides a space where creators and fans can meet, interact, and continue creative activities such as exhibitions, performances, and workshops. Through commerce (MD) serves as a medium that connects the online and offline worlds as well as the metaverse and the real economy, enabling both transactions and sponsorships. The LM Oil Tank Culture Park, as an offline , it transforms fandom participation into tangible economic activities. In this way, LeisureMeta establishes a circular ecosystem where Web 3.0 creators and fans grow together.

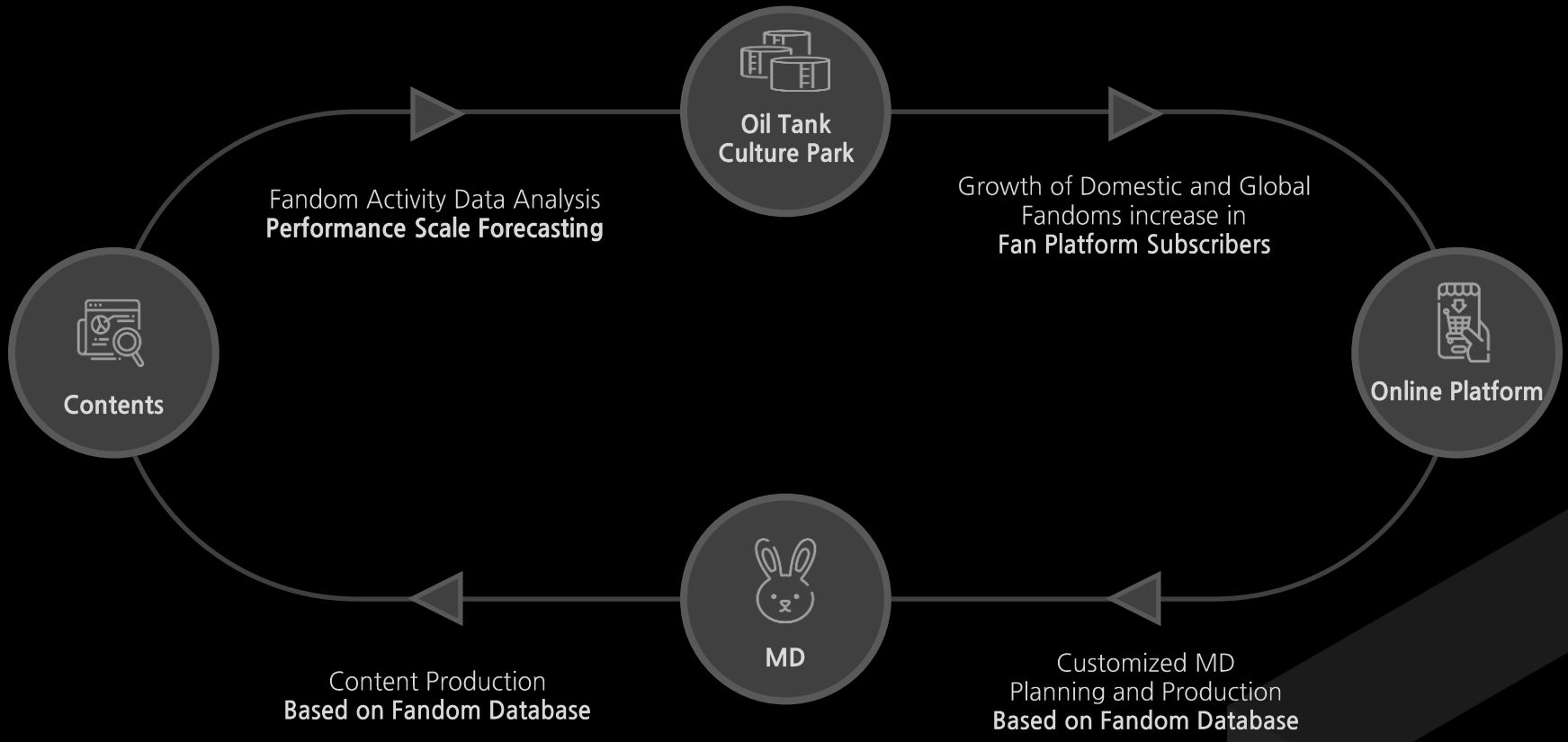
# 2-2 Governance Structure of the LeisureMeta DAO




The LeisureMeta DAO governance is designed as a transparent and decentralized system in which all members can participate in decision-making and execution. Governance voting rights are granted to members based on their LM Token holdings and level of participation in activities. Web 3.0 creators and fandoms can propose a wide range of agendas, including ecosystem expansion, DApp operations, and community rules. Decisions are processed through blockchain-based voting and executed automatically via smart contracts, ensuring that every step of the process is transparently recorded.

Validators are participants in the blockchain network who verify transactions and generate blocks. While they are initially appointed by the development team, once the DAO is launched, they are elected through community voting. Although the project is operated by the development team in its early stages, governance is gradually transferred to the DAO, evolving into a voluntary and decentralized community. Through this process, the LeisureMeta DAO provides an environment where all members can pursue common goals and create social, cultural, and economic value together.

# 2-3 LeisureMeta Token Economy



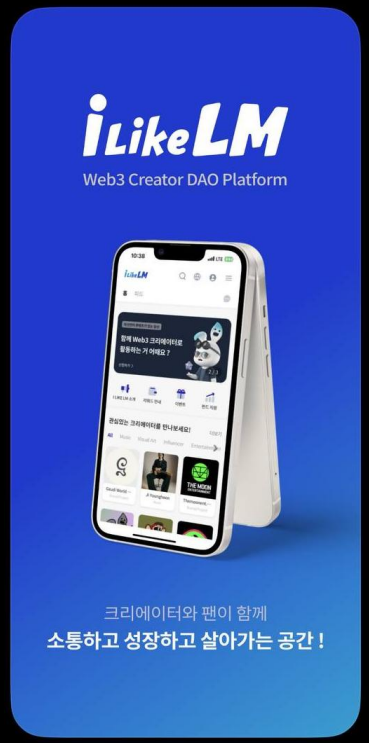

The LM Token plays a central role in the LeisureMeta ecosystem, which integrates the online and offline domains. The platform evaluates the activities of creators based on data from content views and purchases, enabling predictions about the scale and potential success of offline cultural events such as performances, exhibitions, and festivals. As participation in these events increases, the understanding and engagement of fandoms grow, leading to an expansion of both domestic and global fans as well as platform subscribers.

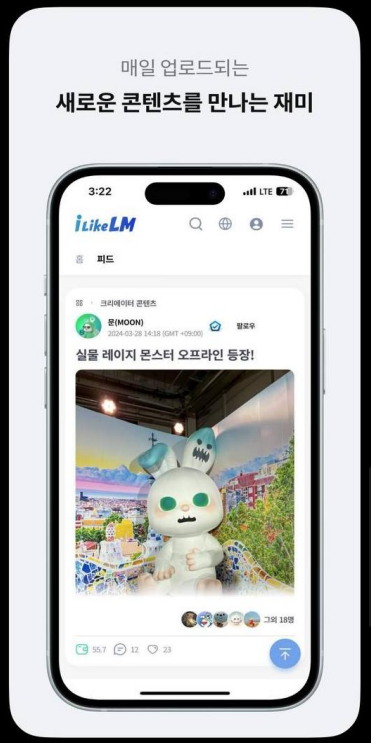
In addition, fandom data enables the planning and production of customized MD products, and the expansion of MD offerings leads to the accumulation of additional fandom data, creating a virtuous cycle. The data collected is further linked to content creation and purchasing activities, thereby promoting ecosystem participation and economic activity. Through this process, the digital and real economies are organically connected, and a sustainable ecosystem is established where creators and fandoms grow together. The LM Token serves as the central medium that connects participation, activity, and data-driven decision-making within the ecosystem, strengthening LeisureMeta's economic structure and facilitating interaction among participants.

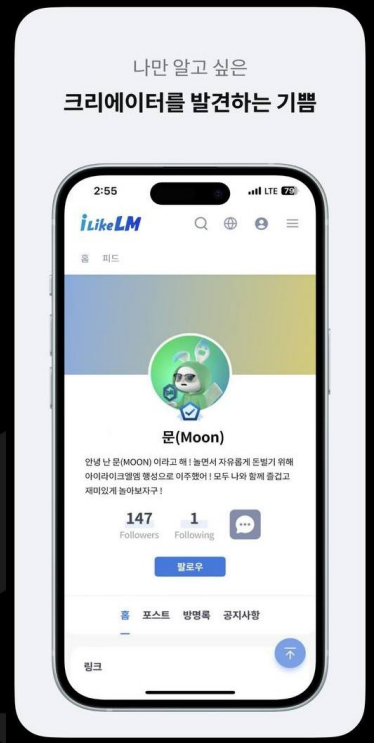
# 2-4 LeisureMeta DApp and Services

I LIKE LM is a community platform that connects Web 3.0 creators with their fandoms. Users can freely create and share digital content of their choice, forming the foundation for interaction between fans and creators. As fans enjoy and follow the digital content produced by Web 3.0 creators, fandoms naturally emerge. Based on shared values and goals, fandoms and creators can establish their own DAOs or participate in existing ones.

I LIKE LM users are not merely consumers of content but participate as prosumers who directly produce and consume goods and merchandise of their choice, thereby contributing to the formation and operation of the community. As DAO members, users take part directly in governance, establish rules, and propose the creation of diverse services such as digital art, videos, IP, memberships, music, event tickets, and product vouchers. Through these activities, I LIKE LM supports a community ecosystem where creators and fandoms grow together, fostering a sustainable structure of collaboration.

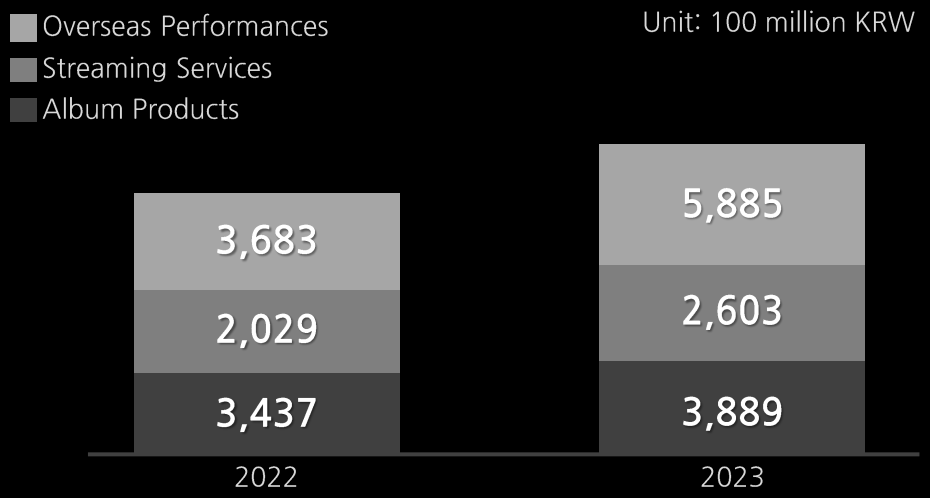


# 3-1 The K-POP Fandom Market

## Trends in Overseas Sales of K-POP



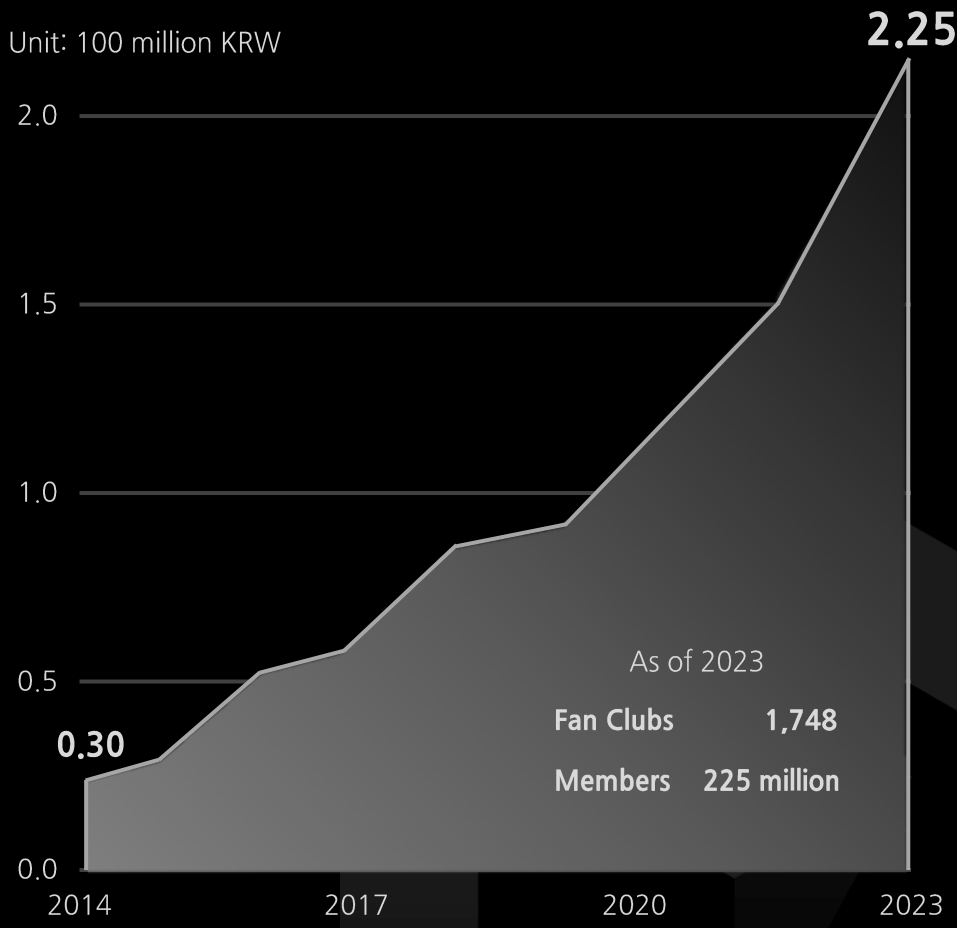

## Comparison of Album and Tour Revenues of the Top 4 Teams by Tour Revenue in 2023

| Total Album Sales | < | Total Tour Revenue |
|---|---|---|
| KRW 448.1 billion (Based on KRW 15,000 per album) | | KRW 684.3 billion (USD 506.8 million*) |

* Based on KRW 1,350 per USD

Source: Korea Culture & Tourism Institute, Touring Data, Circle Chart, Hyundai Motor Securities

## Global K-POP Fandom Trends




Source: Ministry of Foreign Affairs, Korea Foundation

# 3-2 LeisureMeta Business Objectives

The business objective of LeisureMeta is to establish the LM Oil Tank Culture Park as an offline hub that brings together diverse cultural content such as performances, exhibitions, and festivals, while enabling creators and fandoms to interact directly in real life. At the same time, through its fan platform, LeisureMeta builds a Web 3.0-based community that supports demand forecasting and content production driven by fandom data, and realizes fandom-led governance to expand the ecosystem from simple consumption to active participation and creation.In addition, through commerce (MD) content, LeisureMeta promotes customized product planning based on fandom data, the sale of limited-edition merchandise, and digital IP, which are then reinvested into content creation and consumption to complete a virtuous cycle. With these strategies, LeisureMeta aims to organically connect online and offline domains as well as the digital and real economies, ultimately evolving into a sustainable global K-Culture platform where creators and fandoms grow together.

## LEISURE META

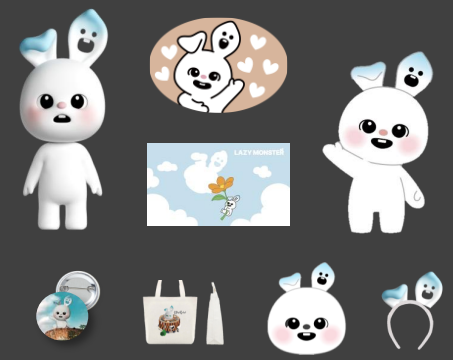
### Oil Tank Culture Park

Offline Space for Performances, Exhibitions, and Festivals

### Fan Platform

K-POP Fandom Community Where Fans Directly Participate in Artists' Activities

### Commerce (MD)

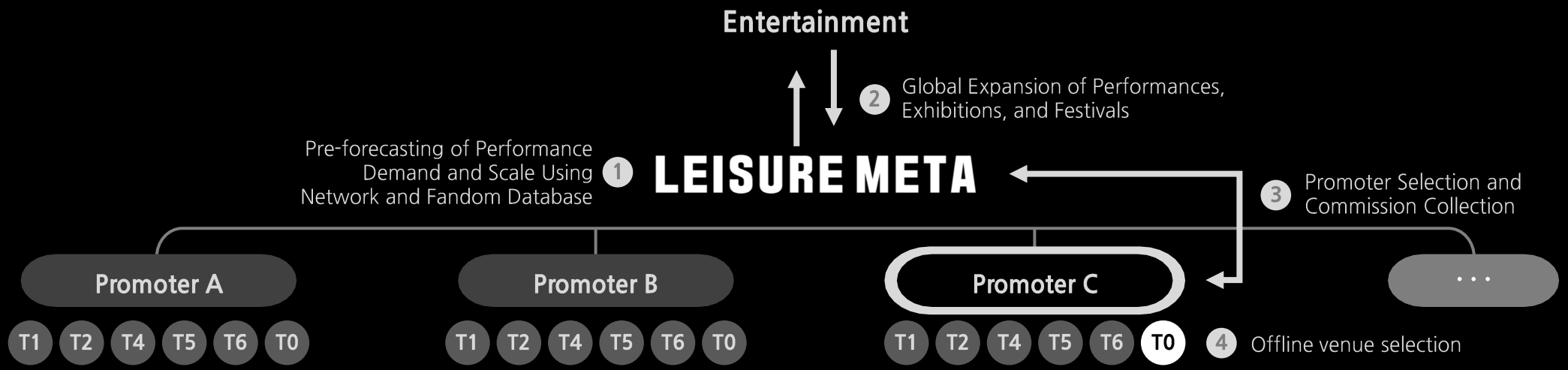


Planning, Production, and Distribution of Merchandise Based on K-POP Artist IP and Proprietary IP

### Content

Planning and Production of Multiple Contents Including Festivals, Performances, and Concerts

# 3-3 Business Model and Revenue Structure

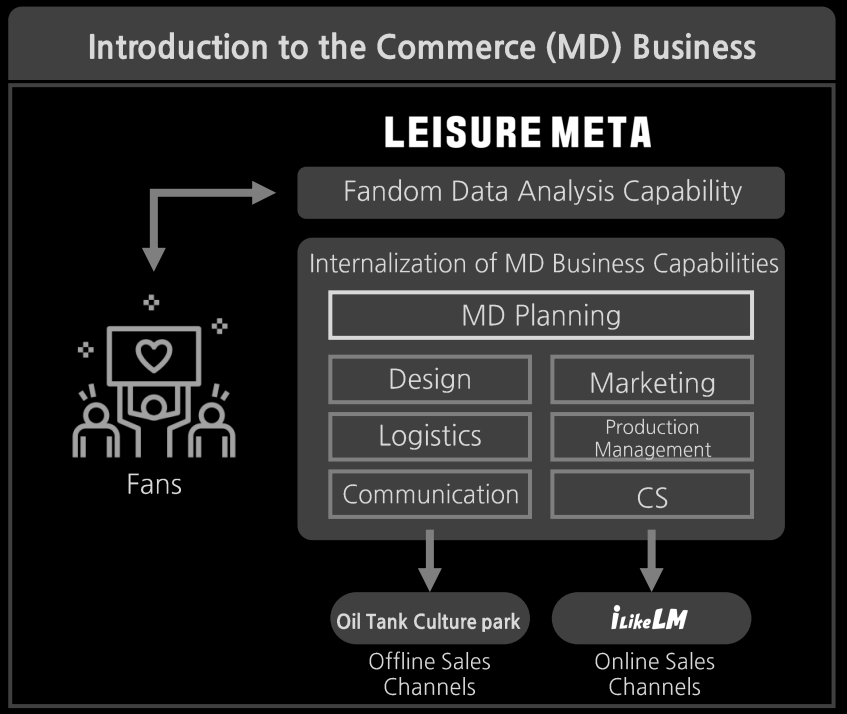



LeisureMeta's business model is centered on proven domestic and global festivals, performances, exhibitions, and joint ventures. By leveraging fandom and network data to forecast performance demand and scale in advance, it secures stable cash flow and minimizes risk. Through this structure, participating promoters, agencies, and fandoms are interconnected to form a sustainable ecosystem. The revenue model consists of multiple components. First, promoters are selected for each performance, exhibition, or festival to plan and operate events. Promoters receive a guaranteed fee in advance for managing the event, thereby securing stable income. Revenue share and allocation are determined based on the activities of the promoters, while appropriate offline venues are chosen according to pre-event demand forecasting. Additional revenue is generated through ticket sales, MD products, and supplementary services.

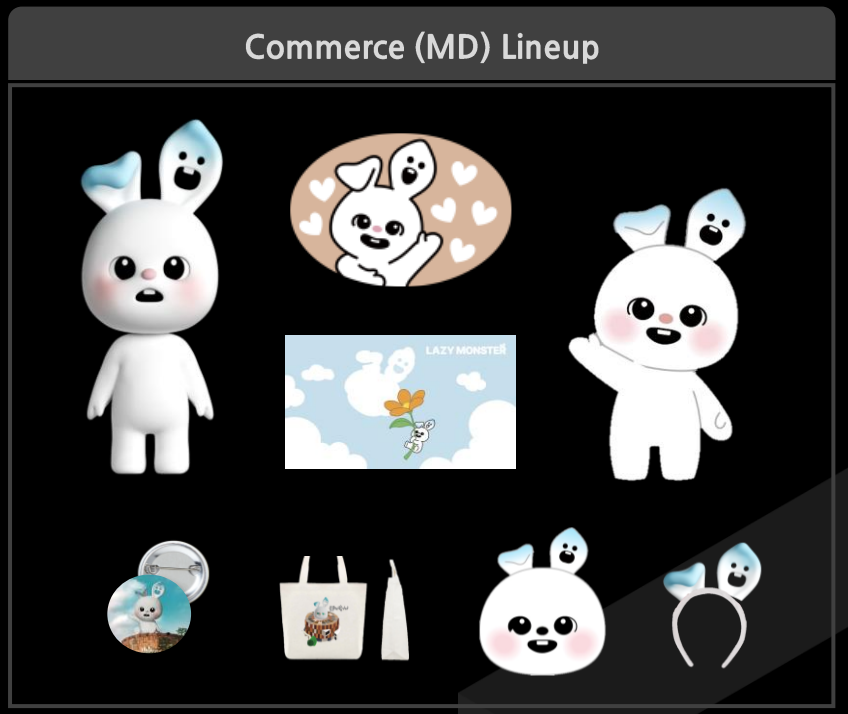
LeisureMeta promotes joint ventures in overseas performances, exhibitions, and festivals to expand its global fandom and network, while collaborating with local promoters to diversify revenue streams and manage risks. By leveraging fandom data and network information, the project forecasts event scale and profitability and generates additional revenue by offering data-driven consulting services. Key features include securing stable cash flow and minimizing risk through advance guarantee fees, increasing event success rates through fandom and data-driven decision-making, expanding business opportunities by linking with domestic and global promoters and venues, and diversifying revenue through the integration of online and offline activities as well as merchandise and ancillary service sales.

# 3-3 Business Model and Revenue Structure

## Introduction to the Commerce (MD) Business




## Commerce (MD) Lineup




LeisureMeta's business model and revenue structure focus on the internalization of commerce (MD) operations based on fandom data analysis. By analyzing the data generated from the activities of artists and fans, the project independently carries out the entire process of MD planning, design, marketing, logistics, production management, communication, and customer support (CS), thereby maximizing efficiency and profitability. The goods and content produced are distributed through the LM Oil Tank Culture Park as an offline hub and through online platforms, while fandoms contribute to the economic ecosystem not as mere consumers but as active participants in creation and community activities. This structure establishes an integrated sales channel that connects online and offline markets, securing a stable revenue base. Furthermore, by expanding a diverse MD lineup, it fosters a virtuous cycle that enhances fandom loyalty and engagement.

# 3-4 Roadmap

**2018**
· Develop LeisureMeta Chain

**2019**
· Develop LeisureMeta Chain Wallet

**2020**
· Develop and apply the NFT feature

**2021**
· Organize NFT marketplace playNomm
· Develop NFT marketplace playNomm

**2022**
· Implement LeisureMeta Chain multiple-key management system
· Beta launch of NFT marketplace playNomm & open NFT Creative Labs
· Official launch of NFT marketplace service playNomm and Season 1 NFT
· Official sale of Season 1 NFT in playNomm & Implement LeisureMeta-Ethereum Bridge

**2023**
· Launch Creator fandom community LM NOVA
· Start development of LM Wallet
· Achieve launching of three NFT seasons on playNomm
· Reach 100K LM NOVA users
· Official launch of LM Wallet

**2024**
· Organize and develop the LM NOVA DAO governance system
· Develop LM NOVA DAO governance system
· Test operation of LM NOVA DAO governance system
· Apply LM NOVA DAO governance system

**2025**
· Derivation of DAO Governance System Reference
· Implementation of the Gaudi Challenge
· Advancement of Token Snapshot-Based Voting System
· K-POP Broadcasting Integration with I LIKE LM
· Improvement of User-Friendly UI/UX Onboarding
· Gaudi Asia-Pacific Expansion into the Japanese Market
· Grand Opening of the Oil Tank Culture Park

# 4-1 Technological Background

**Performance**
1 sec Block Time

**Interoperability**
Ethereum Gateway
Opensea Exportable

**Cost-Effective**
Zero Fee

**Security**
Tendermint-style Consensus
Mixed Data Structure

**Efficiency**
Orderless Transaction
Networking with Bloom Filter

**Usability**
Multiple Private Key Pairing
Device-Key Pair Signing

**Characteristics of the LeisureMeta Blockchain**

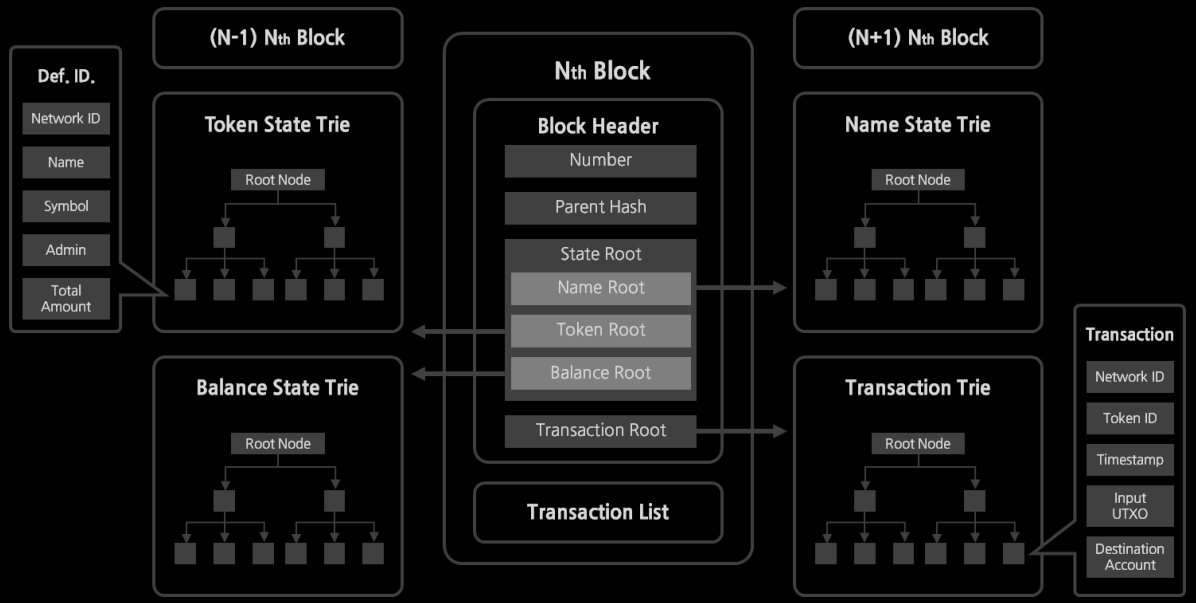
| Category | Ethereum (PoW) | LeisureMeta Blockchain |
|---|---|---|
| Transaction Fee | ~ $5 | Very Low |
| Processing Speed | ~ 15 TPS | 1,200 + TPS |
| Block Generation Time | 15 ~ 30 Sec | ~ 1 Sec |
| Block Finality | Probabilistic | Immediate |

**Limitations of Early Public Blockchains vs. LeisureMeta's Goals**

In the early days when blockchain technology began to attract mainstream attention, most public blockchains, including Ethereum, faced a number of technical limitations that hindered the operation of full-scale services. Chief among these was the high transaction fee (gas fee) per transaction, which created significant barriers to user entry. The low processing speed of around 15 transactions per second (TPS) posed a critical limitation for real-time interactive services. In addition, restrictions in data storage capacity and efficiency made these blockchains unsuitable for handling large-scale multimedia content. Furthermore, the immaturity of smart contract technology, combined with complex user experiences (UX), served as a major obstacle to the mass adoption of blockchain.

The LeisureMeta Project was initiated to overcome these limitations. Rather than relying solely on existing public blockchains, it aimed to develop a new mainnet through independent research and development. Its primary objectives were: first, to achieve low transaction fees and high processing speed; second, to build infrastructure capable of transmitting multimedia data; and third, to establish a user-friendly blockchain environment that is easily accessible to everyone. Through these efforts, LeisureMeta seeks to lay the foundation for a Web 3.0-based community platform where creators and fans can interact in real time.

# 4-2 Development and Core Technologies of the LeisureMeta Chain



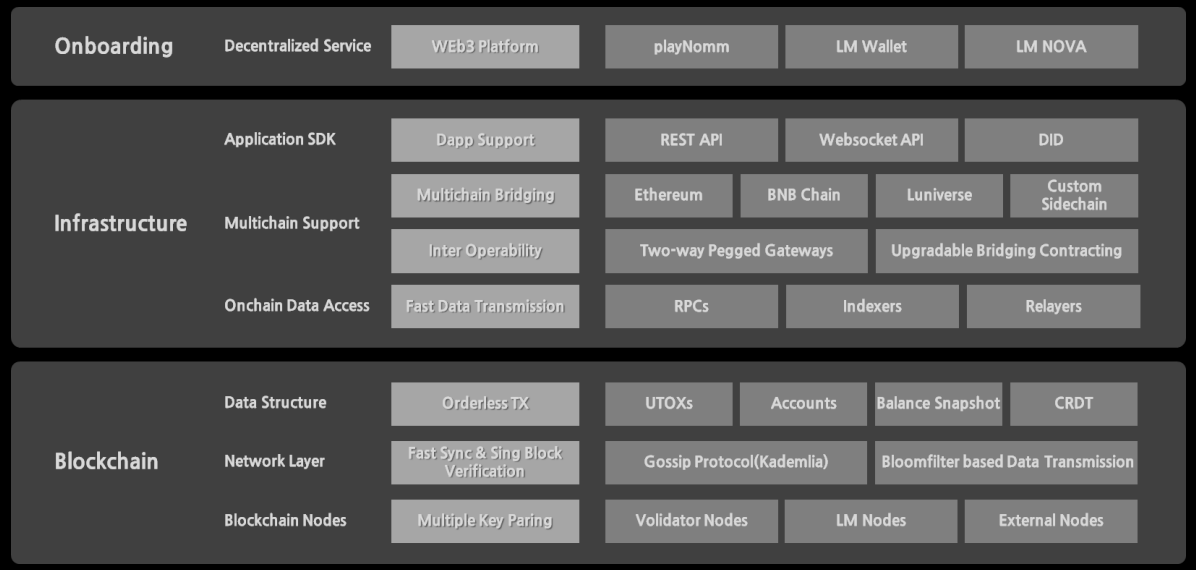

LeisureMeta Chain Data Structure Diagram

| Technology | Description |
|---|---|
| Consensus Algorithm | Tendermint + HotStuff Hybrid Algorithm |
| Data Structure | UTXO + Account Hybrid |
| Data Transmission | Application of CRDT + Bloom Filter |
| Security / Usability | Device-Specific Private Key Pairing (Patent Pending) |

Summary of Core Technologies of the LeisureMeta Chain

The LeisureMeta Chain is a proprietary mainnet completed after years of research, incorporating a range of innovative technologies to address the structural issues of existing public blockchains. At the core lies its hybrid consensus algorithm. The LeisureMeta Chain applies a unique approach that combines Tendermint and HotStuff, thereby achieving a balance between two often conflicting elements: speed and decentralization.From a data structure perspective, it enhances efficiency by integrating both the UTXO model and the Account model, while the application of CRDT (Conflict-Free Replicated Data Types) and Bloom filters significantly improves synchronization among nodes and the speed of data propagation. In particular, by combining various technological elements, the LeisureMeta Chain enables consensus participation with a single block and allows new nodes to synchronize at remarkable speed. Significant advancements have also been made in terms of security and user convenience. LeisureMeta introduced a patented device-specific private key pairing system, solving the complex and challenging problem of cryptographic key management. Users no longer need to handle long private key strings themselves and can intuitively operate wallets while maintaining strong security.These technological innovations position the LeisureMeta Chain not merely as a blockchain infrastructure but as a practical platform for operating next-generation Web3 services.

# 4-3 Performance and Operational Achievements



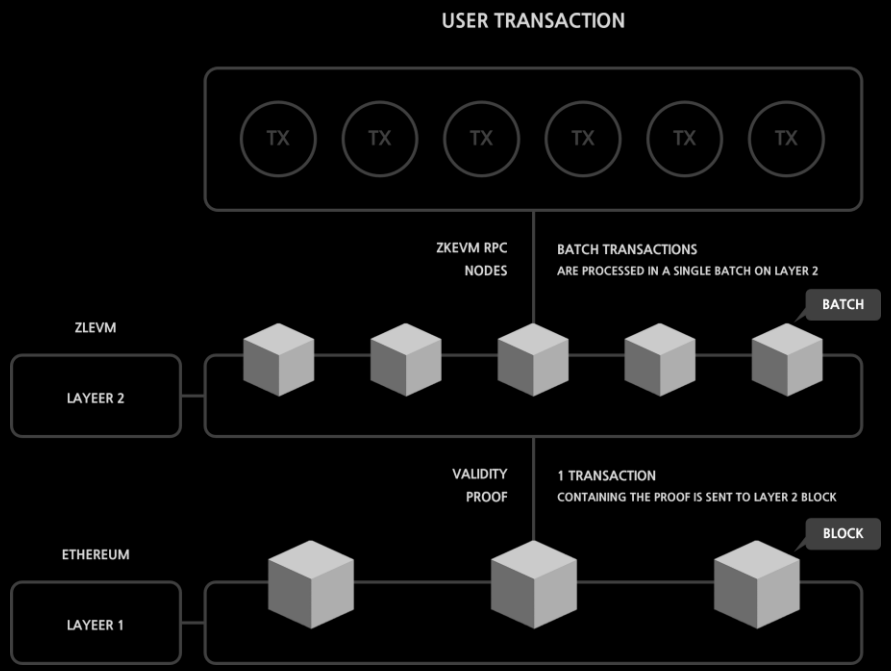

LeisureMeta Blockchain Architecture

| Indicator | Value |
|---|---|
| Block Generation Time | Within 1 second |
| Processing Performance | 1,200 TPS+ |
| Cumulative Number of Blocks | 13 million+ |
| Number of Users | 500,000+ |
| NFT Issuance | 35,000+ |

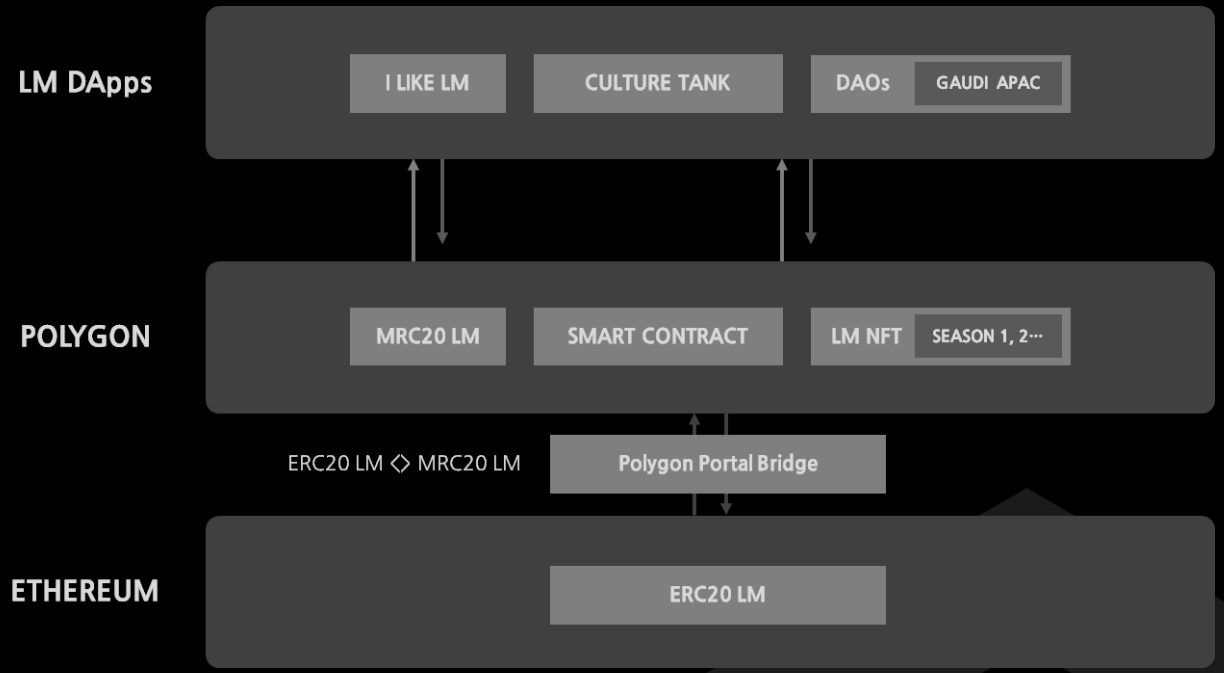
LeisureMeta Chain Operational Achievements

Since its launch, the LeisureMeta Chain has demonstrated its performance and stability with clear metrics. Block generation time has been reduced to under one second, providing rapid transaction finality, and the chain has been officially certified to process more than 1,200 transactions per second. This level of performance is competitive compared to major global blockchains and is well-suited for operating services that accommodate both multimedia data and large-scale user bases. Operational results have also been significant. Over the past three years, more than 13 million blocks have been generated, and a total of over 500,000 users have been active within the LeisureMeta ecosystem. To date, four DApps have been launched, meeting the diverse needs of creators and fandoms, and more than 35,000 NFTs have been issued, connecting directly to real economic activity. These achievements represent more than simple numbers; they prove that the LeisureMeta Chain functions not merely as a technological experiment but as a sustainable platform for ecosystem operations. By enabling creators and fandoms to share both economic and social value through blockchain, LeisureMeta presents new possibilities for the Web 3.0 era.

# 4-4 Strategic Transition: Integration into the EVM Ecosystem



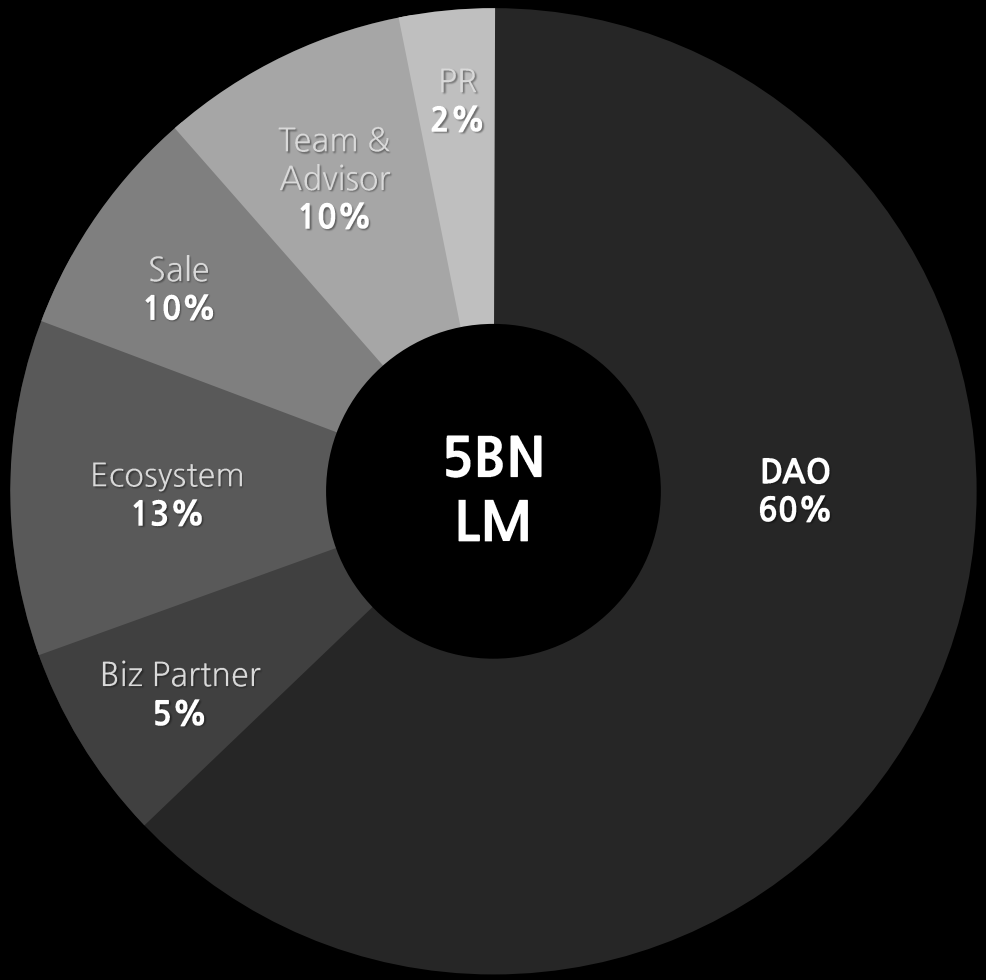

Polygon ZK-Rollup Architecture Diagram




LM - Ethereum - Polygon Architecture Diagram

Over time, the blockchain industry has undergone rapid change. In the past, developing a proprietary mainnet could serve as a competitive advantage, but the maturity of the Ethereum Virtual Machine (EVM) ecosystem has fundamentally altered the landscape. The emergence of Layer 2 solutions has dramatically improved issues related to transaction fees and storage costs, while the widespread adoption of ERC standards has established a de facto global standard for DApp development and interoperability. However, maintaining a proprietary blockchain requires continuous resource investment for security and verification, along with limited connectivity to external infrastructure and global ecosystems. Furthermore, as users have increasingly adopted EVM-based services, the isolation of proprietary chains has become an unavoidable reality. Recognizing these changes, LeisureMeta made a strategic decision: to discontinue the operation of its proprietary blockchain and pursue integration with the EVM ecosystem. specifically, Polygon. The reasons for selecting Polygon among numerous EVM-compatible networks are clear. Polygon inherits the robust security of Ethereum while providing unmatched processing speed and low fees through ZK-Rollup technology. It is also a proven platform trusted by leading global projects, offering an optimal environment for reliably rebuilding LeisureMeta's DAO, NFT, and DApp assets. This transition is not simply a technical migration but represents a strategic evolution in which LeisureMeta shifts its focus from infrastructure operation to user experience. By freeing itself from the burden of blockchain infrastructure management, LeisureMeta can now concentrate on delivering more valuable experiences to creators and fandoms.

# 5-1 Token Issuance Information




## Token Information

| | |
|---|---|
| Name | LeisureMeta |
| Ticker | LM |
| Standard | ERC-20 |
| Issuance | 5,000,000,000 LM |
| Address | 0xc064F4F215B6A1E4e7F39bD8530C4dE0fC43ee9D |

# 5-2 Token Distribution Structure and Circulation Plan

The LM Token is distributed in designated proportions for three primary purposes: (1) to ensure the secure launch of the LeisureMeta platform, (2) to build a robust ecosystem based on the LeisureMeta infrastructure, and (3) to maximize the governance rights of LeisureMeta platform members. For the project's scalability, an appropriate portion of tokens must be unlocked within a set timeframe. Except for the 2% allocated for promotional purposes, 98% of the tokens are initially locked and cannot be traded. These locked tokens are gradually unlocked over time, based on the listing date on major exchanges.

■ DAO (60%): Allocated for member rewards and the establishment of the DAO activity environment.
Starting from the 31st day after the listing date, 1.67% (1/60) is unlocked sequentially every 30 days.

■ Ecosystem (13%): Allocated for ecosystem operations and technological development.
Beginning 181 days after the listing date, 5% is unlocked sequentially every 30 days.

■ Sale (10%): Allocated through sales to purchasers in order to secure early development and operating capital.
On the listing date, 1% is unlocked, followed by 9% on the 31st day after listing. Thereafter, 10% is unlocked sequentially every 30 days.

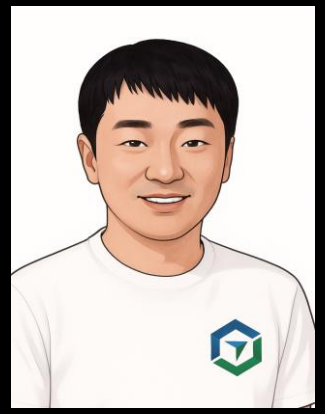
■ Team & Advisor (10%): Allocated to the team, founders, and advisors.
Beginning 181 days after the listing date, 5% is unlocked sequentially every 30 days.

■ Biz Partner (5%): Allocated for collaboration with current and future partner companies.
Beginning 181 days after the listing date, 5% is unlocked sequentially every 30 days.

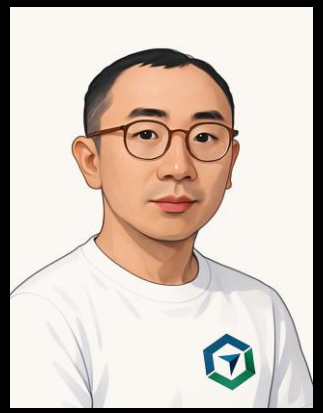
■ PR (2%): Allocated to stimulate platform activity prior to listing on major exchanges and to provide liquidity for transactions.
The full amount is unlocked from the time of token issuance.

* The lock-up and release schedules specified in this white paper may be subject to change or extension depending on business progress or market conditions.

# 6-1 Core Team Members



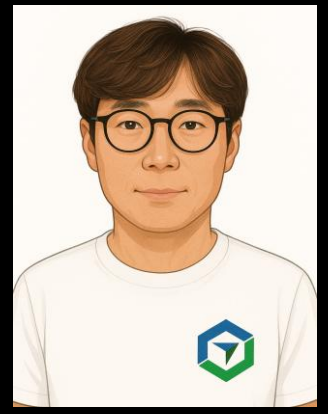
Sung Uk Moon
CEO
Former] Executive Advisor of Skonec Ent
Former] CEO of Future EV
Former] Member of the Science, ICT, Broadcasting and Communication Committee at National Assembly of the Republic of Korea



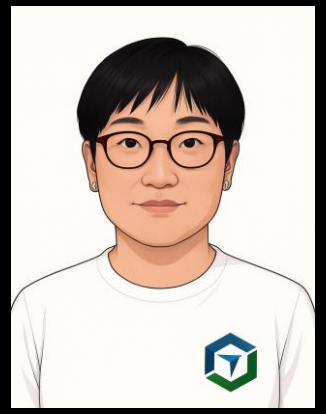
Dong Cherl Han
CTO
Former] Director of Security at Rathon Tech
Former] Director of Smart Business at UNUS

Sung Sik Park
CCO
Marketing Communication Expert
Former] HSad, Daehong Communications, SK Planet
Former] Account Executive Leader at TBWA Korea

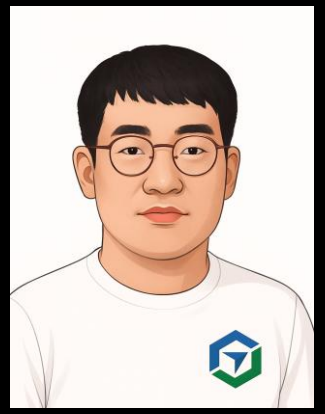
Hur Chang Hwan
Business Lead
Former) CEO, Ye Entertainment
Former) Managing Director, Bellevue
Former) Managing Director, Bardo Korea



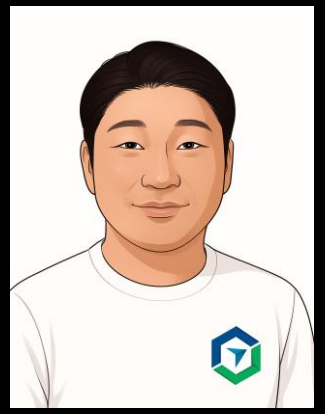
Jong Seok Yoon
Business Lead
Former) Head of Content Video Coverage / Cultural Business / Business Planning, Sports Seoul
Former) Vice President of Content Strategy, First One Entertainment



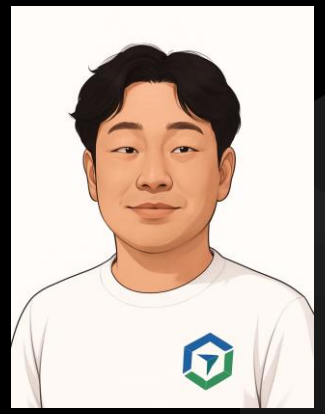
Heung Jin Kim
Director of Blockchain Research
Developed of iRobo RoboAdvisor
Developed O2O Mediation System at Woowa Brothers



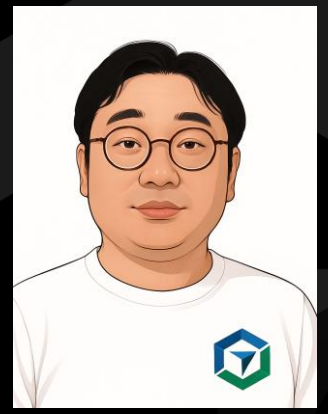
Hee Yong Sung
Web3 Business Lead
Developed Location Based Social Service
Developed Flying Candy, AR Based Service



Phil Joong Lee
Management Lead
Two Decades of Experience in Business Planning, Financing, and Accounting

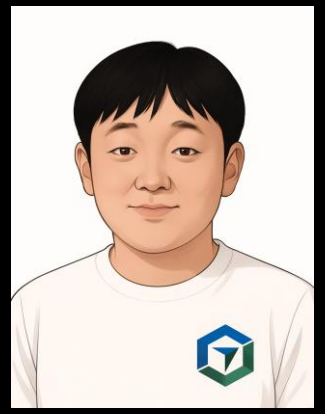


Jong Keum Kim
Security Engineer
General Manager
Former] PM at BC Card Paybooc Blockchain Voucher Project

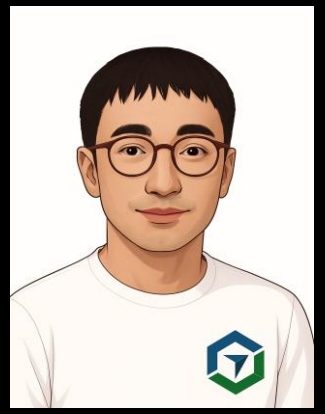


Hee Chul Jeong
Data Scientist Manager
AI/Big Data Development
Former] AI-Based Data Prediction Model
Former] Development of KT Personalized Recommendation System

# 6-1 Core Team Members

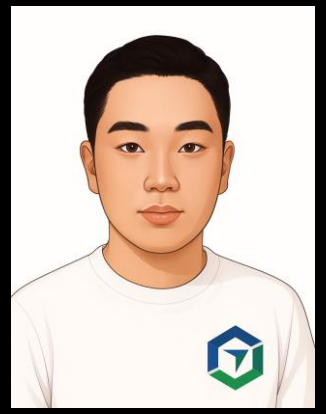


Won O Na
Development Manager
Former] Management of COVID-19 Contacts and Cloud System Development at Korea Disease Control and Prevention Agency
Former] Development of Access Automation Recording System at NH Bank



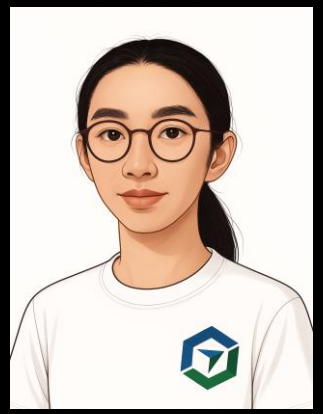
Deuk Li Kong
Technical Strategy
General Manager
Former] Blockchain Service Planner at BaasStore
Former] Service Planner at Scoutchain

Kii Chang Jang
Marketing
General Manager
Expert in Advertising, Exhibitions, Marketing, and Design
Creative Director



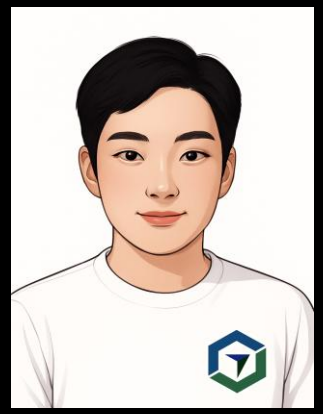
Warren Chang
Vertizon LLC Founder
Founder of Vertizon LLC
Strategy Director at Sooam Biotech Research Foundation

Steven Kim
Strategic Planning
General Manager
Blockchain Strategic Planning Specialist
Ph.D. in Business Administration



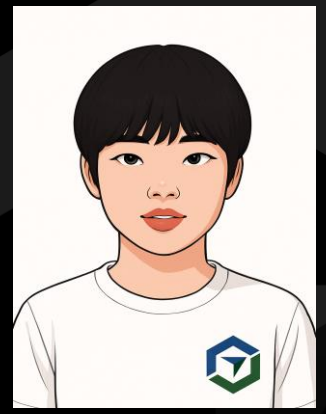
Geun Hwan Kim
Blockchain Developer
Blockchain Core Development
Former] Mainnet Development at Saseul
Former] Disaster management system development at KHNP

Seong Pil Bae
Blockchain Developer
Blockchain Development
Former] Ethereum Hardfork Development



Giggs Lee
Strategic Development
Marketing Strategy Expert
Community Building Expert

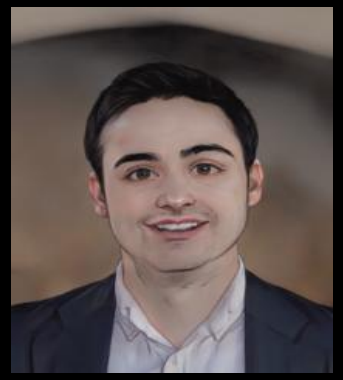
Tae Yong Choi
Digital Asset Strategy
Blockchain Strategic Planning Expert
Former] Listing Team at COREDAX Exchange
Former] Founder of Blockpartners



Kay Suh
Web3 Business Development
Blockchain Strategic Planning Expert
Blockchain Project Consultant
Planned and Managed Multiple PFP Projects

# 6-2 Advisors

Abdul Hamid M. Juma
Former UAE Govt.
Official
Former] Chairman of Dubai International Film Festival
Former] Deputy Director General of Dubai Creative Clusters Authority
Former] CEO of Dubai Media City

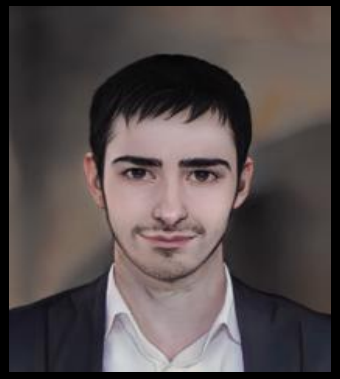


Alex Canals Grau
Gaudi Asia Pacific CEO
CEO of the Gaudi World Foundation
Former] Partnership Director at Depthowl Group
Former] Co-founder of Impact Farm

Lucas Martinez
Head of Operations at Gaudi World Foundation
Former] Customer Success Manager for big account in Dynatrace
Former] Customer Success Manager for Spanish and French market in Signaturit

Eduardo Pintor Cuevas
Head of Marketing at Gaudi World Foundation
Former] COO at Depthowl
Former] CMO & PO IMA

Sofya Abramchuk
Head of Design and Product at Gaudi World Foundation
Former] Founder and Creative Director at BUO Design Studio
Former] Product Launch Manager at JUNO House



Atonio Martinez
Head of Global Strategy at Gaudi World Foundation
Former] Founder of Depthowl Group
Former] Financial Advisor for Private Equity investors

David Tamayo
Head of Finance at Gaudi World Foundation
Former] Financial Advisor for Private Equity investors
Former] Founder of Depthowl Group

Hyun Ki Baek
Former] Chief Editor at The Hankyoreh
Founder of The Hankyoreh Newspaper

Min Ki Kim
Former] Advisor of the Korea Communications Standards Commission

Guh Jong Lee
Former] Director of Video Production at Korean Broadcasting System

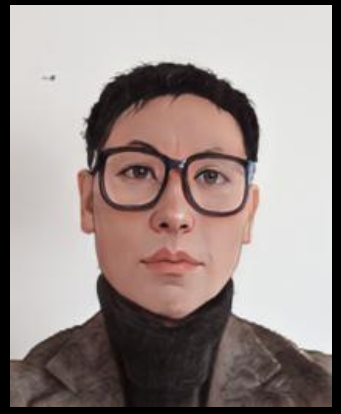
# 6-3 Technical Advisors

John Wainwright
CTO of Mirinae, Inc
Former CTO of Kollective Technology
Former] Consultant at Autodesk
Former] Chief Architect at Kaleida Labs Principal Architect for Script X & MaxScript Language

Keun Ho Rew
Professor at Hoseo University
Former] Chairman of International Robot Olympiad Organizing Committee
2017 Minister of Trade, Industry and Energy Award Winner

Joaquim Porte
Head of Technology at Gaudi World Foundation
Former] Senior Software Engineer at a consuting business and project manager
Former] Project Director at the Research Department of LaSalle Ramon Llull

# 6-4 Creative Advisors



Sang Gyu Han
CEO of WithComTogether
Former] CEO of ComTogether
Former] CEO of Kilimanjaro CM Production
Former] Creative Director at Hanin Planning
Former] Copywriter at Cheil Worldwide

Chul Jung
Copywriter, Writer, Visiting Professor at Dankook University
Author of numerous copywriting works including 'People Come First' and 'Make the Country Like a Country'
Author of multiple books including "How to Use My Brain," "Copywriting Book," "Human Dictionary," and "Idle Thoughts at Every Opportunity"

Soon Jong Ock
Adjunct Professor in the Department of Communication, Yonsei University
Present] Director at the Korea Public Diplomacy Association
Present] Editorial Board Member at the Korean Ginseng Society
Former] Head of Public Relations at Korea Ginseng Corporation

Jong Woo Park
CEO of Production Indivision
Former] Journalist in the Sports and Leisure Department at The Korea Times
Documentary Photographer
CEO of Outdoor Korea
Produced 20 TV Documentaries
Recipient of the 18th Donggang International Photo Festival Award

Jong Ok Seo
Travel Writer, Drama Writer
Former] Writer for MBC's "Radio Era"
Member of the Korea TV & Radio Writers Association, Screenwriter
Winner of the 2000 KBS Drama Competition

# 6-5 Legal Advisors

Yoo Sik Jang
Managing Attorney at Dong-SeoNam-Buk Law Firm, Northern Branch
Policy Advisory Committee Member at People's Solidarity for Participatory Democracy
Public Relations Secretary at the National Intelligence Service Reform Committee
Former] Chair of the Public Interest Litigation Committee at Lawyers for a Democratic Society

Jae Yoon Kim
Certified Public Accountant
Deputy Representative at Samil PwC

# 7-1 Strategic Partnerships