

A new platform that will revolutionalize adult entertainment

We have designed a product that will completely change the adult entertainment industry.
Enabling everyone to profit from creating and watching adult media.

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Abstract

The Erotix Platform is a cryptocurrency based platform built around the adult entertainment sector. The main application of the platform is the Erotix Network; a website where users can upload and watch adult content. Both the uploaders and viewers of this content will be rewarded with Erotix Tokens and Erotix Power. Erotix Tokens are an ERC20 Ethereum Token that is used to fuel the entire platform. Erotix Power is a currency used to define curating rights, to allow for quality content curation. Further, the platform includes Erotix Games where users can play casual games or gamble Erotix Tokens and the Erotix Store where users can buy adult products and even open their own store.

All applications are set to launch in 2018.- 21st of November, 2017

(Updated 3rd of February, 2018)



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1. Introduction

As technology progresses, shaping our world, the value of digital content continues to increase. Digital content is essential for online platforms to become successful as the content helps these platforms reach higher positions in search engines, gaining quality backlinks and generally seeing more user activity, among other things. This, in turn, leads to more visitors and thus more earnings from advertisements shown on these platforms.

The amount of money involved with these advertisements is staggering. In Q2 of 2017 alone, Google earned \$22.67 billion dollars in advertisement revenue.¹ Part of this revenue can be attributed to advertisements shown on Google products but the vast majority of this revenue comes from advertisements shown on websites and applications by third-party publishers. It is incredibly profitable for digital platforms to get user-generated content so that they can get a share of the advertisement revenues.

This might seem a little unfair. The shareholders of these websites take all the revenue while the users get nothing, even though it is often the users that generate all the valuable content. So why not give back to those users? This is exactly what the creators of Steem envisioned. Steem is a blog platform running on their own same named cryptocurrency, 'Steem'², where the users of the blog are rewarded with a payment of said cryptocurrency.

¹ Alphabet Announces Second Quarter 2017 Results, Alphabet, July 24, 2017, https://abc.xyz/investor/news/earnings/2017/Q2_alphabet_earnings/

² Steem Whitepaper, Steem, <https://github.com/steemit/steem.io/blob/master/steem-whitepaper.pdf>



Giving back to the users is not only a fair thing to do, it is also an incentive for users to create even better quality content. This is exactly what Reddit hypothesized back in 2014. They imagined that Reddit would be improved if everyone who contributed to their site by posting stories, adding comments or voting were rewarded with a fair share in Reddit, Inc.³

We believe that these same principles should be met for the adult entertainment industry. During the past decade we have seen a rise of free adult entertainment websites, often denoted as tube sites since they use a layout and user interaction similar to that of YouTube. These tube websites are free websites that offer a mix of amateur content and professional content (used to market membership websites). One thing that all of these sites have in common is that they earn a lot of money on advertisements while uploaders earn almost nothing. This is why we came up with the Erotix platform.

Similar to the Steem platform, we are a digital platform that allows users to share their own content, whether it be written stories, photos, videos or live streaming. As a reward for uploading their content, users will earn their share of our own cryptocurrency; the Erotix Token. Users can use the Erotix Token to buy premium rights and merchandise or they can trade it on exchanges for other cryptocurrency such as Bitcoin or fiat currency like the USD.

³ Reddit's Cryptocurrency, Forbes, Erika Morphy, October 2014, <http://www.forbes.com/sites/erikamorphy/2014/10/01/reddits-cryptocurrency-could-have-many-uses/> - 4e07b05332b9



2. Erotix Token

In this chapter, we will describe how we modelled our cryptocurrency, how we plan to distribute it, offer details about the ICO and finally, give a short overview of what we will do with the raised funds.

Cryptocurrency

While modelling our platform, we came up with two different design ideas for how to implement the cryptocurrency. The first idea was to create a proof-of-work (PoW) coin based on Litecoin. The second idea was to set up an Ethereum smart contract and work with Ethereum tokens.

The main advantage of setting up our own coin, based on Litecoin, is the fact that it would allow us to constantly mint new coins. The amount of newly minted coins would gradually decrease over time to prevent value-loss (this is also known as halving⁴). Whenever a new block is discovered, 50% of the mining reward would go to the miner while the other 50% would go to the Erotix fund.

The upside to using this model is the fact that you don't have immediate access to all the coins but slowly release them into the blockchain. However, there is also a big disadvantage to using a PoW cryptocurrency: the possibility of 51% attacks. A 51% attack is a situation where a

⁴ What is the 'Halving'? A Primer to Bitcoin's Big Mining Change, Jacob Donnelly, June 12, 2016, <https://www.coindesk.com/making-sense-bitcoins-halving/>



mining group controls at least 51% of the mining power. This allows them to manipulate transactions which in turn enables them to 'double spend' coins.⁵

The only way to prevent a possible 51% attack is to maintain a strong and distributed network of miners. We would need a strong mining capacity from the beginning to prevent early stage attacks. However, we can not guarantee this mining capacity due to a lack of resources. It was decided that this would not be a secure, viable design to base our Erotix Platform on and we continued brainstorming other options. This is when we concluded an ERC20 Ethereum token would suit the needs of the platform best.

Ethereum is a cryptocurrency environment that allows us to create a token smart contract.⁶ This smart contract contains all the details about our token, such as how and when it will be distributed. The downside to this is that the Erotix payout fund is already at full capacity when we release the Erotix token. Therefore, we shall provide an in-depth monitoring application for the fund. This monitoring application will show the Ethereum wallet used to hold the fund and will contain extensive reports of our Erotix token payouts so every transaction can be transparently audited and verified.

⁵ One Bitcoin group now controls 51% of total mining power, threatening entire currency's safety, Joel Hruska, June 16, 2014, <https://www.extremetech.com/extreme/184427-one-bitcoin-group-now-controls-51-of-total-mining-power-threatening-entire-currencys-safety>

⁶ What is An Ethereum Token: The Ultimate Beginner's Guide, <https://blockgeeks.com/guides/ethereum-token/>



Distribution

We will mint a total of **67,320,000 Erotix Tokens (ERX)**. Of these tokens, **44,000,000 ERX** are reserved for investors and will be sold during the ICO. Another **22,000,000 ERX** are reserved for the Erotix fund. This fund will mostly be used to reward our users for their content creation. However, a small part of the fund will be used to finance a bounty campaign to directly benefit the Erotix Platform. Users can earn ERX for promoting Erotix in various ways. More information about the bounty campaign will be released on our social media accounts and website.

The final **1,320,000 ERX** are reserved for the founders/co-founders of Erotix and will go into a smart contract that will be locked down and completely inaccessible for one year. Only after the year has passed will they be released.

In the event that not all 44,000,000 ERX are sold during the ICO, the remaining ERX will be burned. As a result, the amount of tokens for the Erotix fund and the founders fund will also be reduced. We will maintain a ratio of 1 ERX released to investors = 0.5 ERX to the Erotix fund and 0.03 ERX to the founders fund. This is to retain value for the investor.

Example scenario: only 22,000,000 ERX are sold to investors during the ICO. The Erotix fund will then consist of 11,000,000 ERX and the founders fund 660,000 ERX. All remaining tokens are then burned, removing them from the blockchain forever while also reducing the total coin supply.

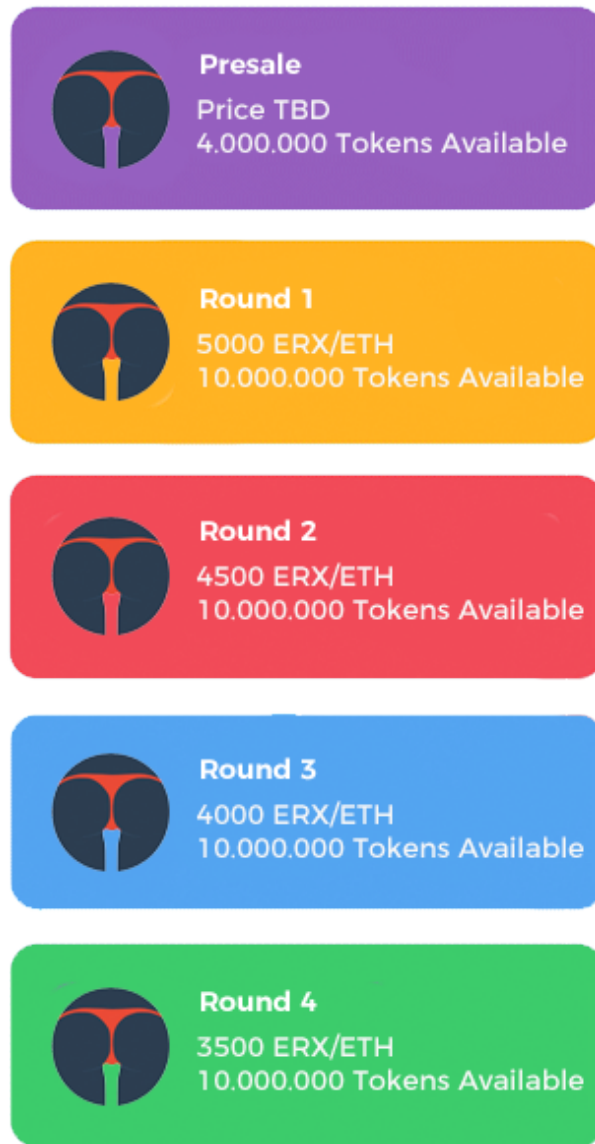


ICO

In order to get the funding needed to fully develop our platform, we will host an ICO. The ICO will start on February 1st, 2018 and will run for 4 weeks. ERX will be distributed in four rounds; one round per week with 10,000,000 tokens being available for purchase per round. ERX will have a predetermined price based on Ethereum with the first round being offered at 5000 ERX/ETH. In other words, for each 1 Ethereum invested you will receive 5000 Erotix Tokens (ERX).

As the rounds progress the price will increase and the amount of ERX received will be less. The second round will offer 4500 ERX/ETH, the third round 4000 ERX/ETH and finally, the fourth and last round will give investors 3500 ERX/ETH. Please refer to the chart below for an overview.





Furthermore, a presale of **4,000,000 ERX** will be held. This presale will reward early investors, enabling them to purchase ERX at a discounted rate. Registration for this presale will become available on our website later this month and people who have contacted us for the presale will be notified. The same token burning scenario shown above applies to the presale



as well in the event not all 4,000,000 presale ERX are sold.

Usage of ICO Funds

Most cryptocurrencies give simple pie chart graphs showing how the raised funds will be used. We feel like this is an inaccurate thing to do as the proportional costs depend completely on the amount of money raised.

There are some necessary expenses like the server costs and obtaining legal advice. Ideally, we also want to reserve money to spend on marketing, being listed on exchanges and to pay for basic business operations. Additional money raised will be used to hire more developers and spend more money on marketing – where needed. Funds will also be used to setup an online store and for the procurement of partners for the store and any premium content.

Retaining Token Value

New tokens and cryptocurrencies emerge every day. Often, these cryptocurrencies do not have a well thought out business model. Many cryptocurrencies make promises which they can't fulfill or are too ambitious to achieve within a reasonable time span. Other cryptocurrencies haven't even thought about monetization, making their value based on pure speculation. Pyramid scheme cryptocurrencies still emerge every now and then. All these cryptocurrencies are a detriment to the cryptocurrency ecosystem as they help fuel the negative sentiment that blockchain technology is just an economic bubble with no real world use or value.



For us, one of our main goals from the beginning was to come up with a platform based on a solid business model. Establishing a well functioning platform with good perspectives, instead of working on a project that is based on pure speculation. The Erotix Platform is our solution to a problem that currently exists in the online adult entertainment industry. ERX will be accepted as an official form of payment for premium content as well as for items sold in the Erotix Store.

But why would you use ERX if you can just pay with fiat currency? Because you get a large discount when paying with ERX! Customers will get a 20% discount when paying with Erotix Tokens compared to the normal price using fiat currency. Thus, incentivizing users to purchase ERX before then using it as a payment method on the Erotix Network and Erotix Store. In this way, the Erotix Token will retain its value, making it a great investment for users.

3. The Erotix Platform

The Erotix platform consists of several applications which are all fueled by the Erotix Token. The branding of each application is similar to the branding of the Erotix Token. Every application is colour coded and uses the same logo as the Erotix Token with the secondary color of the logo adjusted to the colour of that application (see figure 4.1)





Figure 4.1 – From left to right: Erotix Token, Erotix Network, Erotix Games, Erotix Store

The flagship application of the platform is the Erotix Network; a video tube website where users can upload and watch adult entertainment content. The main feature of the Erotix Network is the fact that users get rewarded for both uploading and rating the content. Rewards are handed out in the form of both Erotix Tokens (ERX) and Erotix Power.

Erotix Games is where we plan on hosting several custom made games. These games will vary from simple platformers and puzzle games, up to a variety of games where users can bet and win ERX. For the latter, we plan on launching a dice game, a lottery and a Bustabit clone; 'Bustanut'. All games involving Erotix Tokens will be provably fair.

The Erotix Store is an online store where users can buy products suited for adults. This will include physical merchandise such as adult toys and user created items. We will include the functionality for users to easily open their own storefront to sell items or digital content that they have created. We will provide an escrow service for secure payment.



4. Erotix Network

Erotix Power

Erotix Power is modeled after Steemit Power and is designed to help with sorting out the distribution of curating power. For those unfamiliar with the term, curating content refers to the assignment of value to content. Unlike political votes where every vote should be equal, curating votes should have different weights. If one were to open a lot of fake accounts, one can easily manipulate the curating process. However, if one needs to 'earn' curating power then votes are way less susceptible to manipulation, thus content receives a more realistic valuation.

A complex algorithm that looks at the amount of views and votes of videos helps determine the value of the content and thus how many ERX will be rewarded to the uploaders. Erotix Power will be the most important aspect of this algorithm. The more Erotix Power an user has, the higher the rewards of the videos they vote on will be. This is further specified in the subchapter, 'Curating Content'.

Another important aspect of Erotix Power is that it also gives content creators a nice bonus. The more Erotix Power they hold, the higher they will end up in the search and display algorithms. Quality content is therefore rewarded with better visibility and access for further content.

There are three ways of earning Erotix Power, the first two being very straightforward. When a user receives Erotix Tokens for uploaded content, they will receive half of those tokens



as Erotix Power. This is similar to when one receives Erotix Tokens as a reward for curating content. Again, half of the Erotix Tokens will be paid out in Erotix Power. The third way of earning Erotix Power is by **'powering up'**. This is the process of converting Erotix Tokens into Erotix Power. The exchange rate for conversion is 1:1 and the exchange occurs immediately.

Erotix Power can also **be 'powered down'** converting it back into Erotix Tokens. Again, this is at a 1:1 ratio. However, unlike powering up, powering down does not happen instantaneously. When you decide to power down your Erotix Power, it is split into **104 equal parts** of Erotix Tokens. Every 7 days, you will receive 1 part, thus taking a total of **2 years** to fully power down your Erotix Power into Erotix Tokens. This is to discourage sudden large swings between distributed Erotix Power and Erotix Tokens, increasing rarity and value of Erotix Power while encouraging continual purchases of Erotix Tokens.

Rewards for Content

Creators of both adult videos and adult photographs are rewarded for uploading them to the Erotix Network. This is unlike most other Adult Entertainment Networks, which often do not give out any rewards to uploaders. These same networks are unable to operate without the content uploaded by their users and also receive large sums of advertising revenues thanks to the uploaded content.

One of the few networks that does reward its users is Pornhub. However, they are very vague about the amount of money you can earn with them, stating: "We pay out a percentage of the ad revenue that your video receives. The percentage is dependent on the views and



rating that your videos receive."⁷ If you look further into their frequently asked questions, you can find more concrete numbers: "The average RPM for 2016 was \$0.62, compared to \$0.44 in 2015."⁸

RPM is an acronym for **revenue per mille**, which means the amount of money earned per 1000 views. The RPM that Pornhub offers is very low. If you take a look at some average RPM rates⁹ you will find that most niches average \$3.56 which would mean that Pornhub took a cut of **82.6%** in 2016 and a cut of **87.6%** in 2015. This means that Pornhub takes a major chunk of the earnings and pays uploaders just a fraction of the total revenue.

Another serious issue with Pornhub's verified amateur network is that only featured videos are eligible to get a part of the ad revenue, so Pornhub's cut is actually a lot larger than 82.6%. Especially since the amount of featured videos per day is fixed, while the amount of verified amateurs keeps on growing and growing. Our algorithm for the Erotix Network aims to retarget payouts according to the amount of users in the network, in order to maintain a fairness.

Finally, Pornhub tries to trick content creators to hand over most rights to their material. Pornhub offers help with protecting videos from being stolen and resharing on other video websites, which is a good thing. However, if you look at their terms closely you will also see

⁷ How Are The Earnings Calculated, Pornhub Faq, <https://help.pornhub.com/hc/en-us/articles/223696708-How-are-the-earnings-calculated->

⁸ How Much Money Will I Make, Pornhub Faq, <https://help.pornhub.com/hc/en-us/articles/223721247-How-much-money-will-i-make->

⁹ What Are Average CPM Rates in 2016, Michael Johnston, March 20, 2016, <https://monetizepros.com/display-advertising/average-cpm-rates/>



that they will take the exclusive rights to display your video. They do allow you to remove the video from Pornhub but you hand over the right to upload the video to other websites, forever. At the Erotix Network, you will keep the full rights over your uploaded content. We will have the right to display your material and use it in marketing campaigns but you can request to remove content at anytime. Also, you reserve the right to upload your content to other websites as well.

The Erotix Network strives to pay uploaders the rewards that they deserve. After all, being the creators of the content, they should be the ones that earn the major chunk of the rewards. Altogether, 80% of the rewards will go directly to the uploaders, while the other 20% is reserved for the curators. Content creators will receive the first payment 7 days after uploading the content. The rewards are immediately added to their balance and consist of 50% Erotix Tokens (ERX) and 50% Erotix Power.

Curating Content

An important aspect of the Erotix Network is the curation of content. Content curation helps with sorting the quality content from the poor content, which in turn helps us provide a more enjoyable overall user experience. We spent a long time discussing what would be the best way to implement content curation into the Erotix Network. In the end, we chose to go with a model where the content curators are rewarded with a share of the earnings of the content that they curated.



As mentioned before, 20% of the earnings of each uploaded video or photo is reserved for the curators. This share of the earnings is split over all the curators who upvoted this specific content. Again, the payout consists of 50% Erotix Tokens (ERX) and 50% Erotix Power which is equally split between the curators. To make sure that people don't just upvote every video, hoping to get a share, the amount of votes is limited. Every user starts out with 14 votes, the maximum that can be held. Once a day, 2 votes are replenished up to the maximum limit of 14. It is important to note that the votes cannot be retracted once cast. Users are thus advised to spent their votes wisely and only vote for content that they truly enjoy, earning them the most Erotix Tokens (ERX).

Downvotes are also available and will be taken into account when calculating the value of content. These downvotes are weighted by the Erotix Power of curators. To make sure downvotes are not abused by competitors to bring down their rivals, the downvotes will also be limited. The amount of downvotes, however, is higher than the amount of upvotes. Each user will receive 50 downvotes with 5 being replenished once a day. This should be more than enough for regular users to downvote as they see fit. The number of votes may be adjusted depending on testing results, so that we have an optimal curation system in place.

Advertisement Free

Adult entertainment networks and advertisements go hand in hand. These networks completely overrun their pages with annoying flashy advertisements, give their videos in-video advertisement and more often than not you will encounter a pop-up or pop-under advertisement. Networks need these advertisements to profit from their free users.



However, these advertisements are terrible for the user experience. Therefore, we strive to keep our network completely free of advertisement. Of course, we are still open for advertising certain products through appraisal, custom content and featured videos, but we will not fill the pages and videos with annoying advertisements and pop-ups/pop-unders. Our goal is to deliver an optimal user experience.

Premium

When we launch the Erotix Network, the content will consist mainly of amateur material. We also plan on adding premium content to the website. First of all, we will explore all options of partnering with professional content creators to set up a membership section. While part of our team works on coding the actual platform, other parts of our team will be focusing on partner acquisition and exploring strategy.

A premium section that we want to see included in the Erotix Network is a webcam section. In this section, users can chat with both professional and amateur models. Models will get an easy interface to set the pricing of their chats.

Both the membership section and the webcam section can be paid for with an in-site currency called EroCash. EroCash can be bought with both fiat currency and Erotix Tokens (ERX). Buying EroCash with Erotix Tokens gives you a 20% discount over fiat currency pricing, thus users are encouraged to spend their Erotix Tokens.



Harmful Content

The team behind Erotix is dedicated to prevent any harmful or illegal content from being posted to the Erotix Network. We will maintain a strict policy forbidding users to upload any such content. When someone continues to try to upload forbidden content, their account will be banned right away and all previously accumulated earnings of that user will be frozen.

We will offer an extensive report function that allows users to report any harmful content that managed to get past our filters. This report function can also be used for the removal of revenge porn. We strongly disagree with the phenomenon of revenge porn and if victims of such abuse come across videos that display them, they can request immediate removal of that content. These removal requests have our top priority. For this same reason, we have also chosen not to store any data in a blockchain, unlike Steem. We are afraid that the blockchain may be abused by malicious users trying to store illegal or harmful content.



5. Erotix Games

The Erotix Games website will offer several adult-themed games. They will range from simple puzzle and platformer games to casino games. All casino games will be provably fair.

Dice

Dice websites are incredibly popular in cryptocurrency communities. The largest dice website is Primedice with over 20 billion bets and more than 2 million wagered Bitcoins¹⁰. The general idea of these websites is always the same; the users are free to choose their own win percentage and then place a bet. Of course, the higher the win percentage, the lower the multiplier of your bet and the other way around.

Dice games are provably fair and work with two seeds; a clientseed and a serverseed. The serverseed is shown to the user as a SHA-256 encrypted hash, while the clientseed can be set to the user. Whenever the user wants to check his bets, they can request a new serverseed, at which time the unencrypted previous serverseed gets released to the user. They can then use this to verify the bets that he has made.

Lottery

Lotteries are a relatively rare phenomenon in the cryptocurrency community. We feel like a lottery is a nice addition to a cryptocurrency gaming website. Due to how we designed the lottery to be provably fair, the lottery numbers are in hexadecimal format. Thus, the values can be either 0-9 or A-F. We will offer a lottery that uses 5 values and a lottery that uses 6 values.

¹⁰ Primedice Statistics, DiceSistes.com, <https://dicesites.com/primedice>



There will be a jackpot price for whenever someone gets all values correct. There will also be fixed prices for getting several values correct. The jackpot price will carry over each day, until someone wins the full amount. Every now and then, a jackpot will be guaranteed. During these drawings, the drawing process is repeated until a winner has been found.

To make the lottery provably fair, we will use the hashes of newly mined Bitcoin blocks. For each lottery, there will be an end date. The first Bitcoin block that is mined after this end date will be used to check for price winners. The last 5 or 6 values of the hash (for both the 5 and 6 value lotteries) of the mined block will be compared to the lottery tickets. Since the mined blocks can be publicly viewed, this method is provably fair.

Bustanut

Bustanut is based on the open-source game Bustabit¹¹. This game allows users to gamble Bitcoin on a chart game where a multiplier increases from 1x upwards. You can cash out at anytime to get your bet multiplied by that multiplier. However, if you wait too long, you will lose your bet. There is also a 1 in 100 chance that the multiplier is 1x, to prevent users from constantly cashing out at 1.01x.

Before the first game starts, a random key will be generated which will be used to seed all the other games. Each key will be encrypted with SHA-256 hashing and added to a database. Then, when the database is full, the games will be played in reverse. This means that whenever you encrypt the key of the current round, you will be able to get the key of the previous round by simply hashing the key with SHA-256. This makes the game provably fair.

¹¹ Bustabit-gameserver source code, <https://github.com/FuzzyHobbit/bustabit-gameserver>



6. Erotix Store

The Erotix Store will offer adult related products and Erotix merchandise. During our initial months, part of the team will contact local dealers to provide the best prices for our users. Next to that, the Erotix Store will include the functionality for users to easily open their own storefront. Users can sell their own products there and the Erotix Store will offer an escrow service to guarantee the safety of both buyer and seller.

7. Roadmap

Over the previous few months, we have been working hard on filling in all the details of the project and designing the platform and its applications. We have registered the domain names for each application (Erotix.network, Erotix.games, Erotix.store) and set up the basic server infrastructure. We have also built a fully functional tube website which will be used for the Erotix Network. Due to a previous project, we also have most games for Erotix.games set up and ready to be released soon.

In Q1 of 2018 we will be focusing on marketing the Erotix Platform as well as readying and marketing the ICO. In both Q1 and Q2 of 2018 we will begin setting up all business operations. Mainly Q1 will be used for this and we want to finish solidifying our legal entities, obtaining legal advice and recruiting extra coders and marketers before Q2 starts. Additional coding work will also be done.



Q2 will then be mainly used to finish any remaining business related tasks from Q1. We will also spend more time on programming the Erotix Network and Erotix Games so a fully functional beta version can be released by the end of Q2 or early Q3. The main thing that needs to be done is building the integrations for Erotix Tokens (ERX) and Erotix Power. We also need to specify and include the curation algorithms for the Erotix Network. While the developers are working hard on finishing the beta, the rest of the team will be working on acquiring partners and setting up marketing campaigns.

During Q3 of 2018 we will be focusing on fixing any bugs or issues that have come up during the beta testing. We will then proceed with our official launch and launch a worldwide marketing campaign. In the meantime, our developers will focus on finishing the Erotix Store which will then be launched by the end of Q3 or early Q4. During Q4 we will continue development and marketing of all our applications and we strive to be fully operational before the year ends.



8. The Team

The founding team consists of four people. The founder, Jasper van der Stoop, came up with the idea of Erotix while brainstorming together with Timothy Dinan, Zach Gold and Alex Mims. Together, they started filling in the details of the project and began work on building the platform. It was at this time that Alvin was added to the team as an extra coder.

Jasper van der Stoop - Amsterdam, Netherlands (Founder)

Jasper is an experienced front and back end developer. He learned his first DOS commands as a young kid, while playing around on his father's computer. This sparked an ever lasting passion for everything computer related. He made his first website while still in elementary school and many more websites have followed since. Starting out with web creator programs but soon started to code the sites himself. He is fully self-taught and always strives to keep up to date with the latest technologies.

After studying Biomedical Sciences and Psychology for a few years, he is currently studying for his Bachelor's degree in both Computer Science and Information & Multimedia Management. It was at this moment that he started to dive into blockchain technology. He followed several courses regarding the technology and spent a lot of his free time learning more about cryptocurrency markets. Jasper's skill set includes HTML, CSS, JavaScript, PHP, Python, Java, SEO, Photoshop, Blockchain technology and Social Media.



Timothy Dinan - Southern California (Co-Founder)

Tim Dinan is a Detroit native moved to Southern California in 2012 to pursue his interests in technology and marketing. He brings ten years of computer graphic design experience with success in diverse projects ranging from corporate rebranding, promoting charitable interests and historic preservation. His graphic work is aesthetically pleasing and functional.

He is currently pursuing a dual degree in business analytics and corporate strategy with plans to finish his studies at Long Beach State. Tim's skill set includes Corporate Marketing, Adobe Illustrator, Photoshop, social media marketing, public relations, and Blockchain technology implementation.

Tim has been intrigued by cryptocurrencies since 2010 with his early interest in Bitcoin, Blockchain technology, and its potential to change the world. He bought his first Bitcoins in 2010 for \$5 each. The confluence of Tim's interest in cryptocurrency, graphic design, and marketing brought him to the attention of Erotix where his contributions give shape and form to the company's vision.

As a co-founder of Erotix, Tim Dinan's passion and skills create value for our customers and the company alike.



Zach Gold – New York area (Co-Founder)

Zach is a student from the New York area. He goes to college to get his degree in business and spends his free time on his two passions: Cryptocurrencies and Fitness. When he's not spending time in the gym or maintaining his fitness account with over 10k followers, he spends his time educating himself on cryptocurrency trading and blockchain technology. His skill set includes: Business, Legal, Social Media and Blockchain Technology.

Alex Mims - Midwest area (Co-Founder)

In Alex's early days, he loved to program in C and C++. However, he set his love for programming aside to join the military where he worked as a nuclear operator. The engine room became his second home. But after six years, he decided this was not what he saw himself doing for the rest of his life.

Alex left the military and started venturing into the Bitcoin market. He became a self-taught trader and constantly schooled himself on subjects like graph reading, behaviour of financial markets, and the technicalities of blockchain technology. This helped him achieve a monthly income after his military career. Alex's skill set includes: Economical and Financial Knowledge, Trading, Graph Reading, C Programming, C++ Programming, and Blockchain Technology.





Jade Greene (Co-Founder)

Jade Greene is a serial entrepreneur who quit his cyber forensics internship within his father's forensics firm at age 21 to explore entrepreneurship full time. With his passion being marketing, he became a marketing director after working his way up the ladder at a start up artist management, PR and events management company where he later decided to venture on his own.

Being a self taught marketer, he became a viral marketing expert with his speciality lying in viral instagram marketing where he generates at least 15 million in traffic on just 1 Instagram account per month. He helps companies, entrepreneurs & public figures increase their social media outreach as well as helping them monetize their traffic. Being highly sought after in the online industry among celebrities/public figures where he mentored and continuously mentors viral marketing up to this day, he also created his own social media marketing organisation that has influence over atleast 150 million Instagram followers where he connects influencers of high authority, helping them collaborate with one another, he also helps connect influencers with international brands as well to help them earn an income.

Jade was also among the early pioneers in the underground Instagram community helping shape what it is today regarding how influencers work among each other and exchange business between one another. Along his journey and his passion for marketing, he also found a passion for helping businesses, entrepreneurs & public figures develop their brand identity and adapt to an online environment where he also consults on how to scale up new/current businesses. At age 23, he fell inlove with the financial markets where he explored the forex



market which eventually led him towards the cryptocurrency world. At age 24, his now developing his own viral marketing & monetization informational courses to bring initiative to the world regarding new styled marketing & business practises within the online industry. He also manages 3 drop shipping businesses on the side where his working on a new project in the fashion industry with the aim of competing with global brands such as Gucci, Versace, Fendi and Dolce & Gabbana.

Jade whole heartedly & firmly believes in applying the saying, *"If you build your network, You will grow your networth"*.

Chris Curtis (Developer)

Chris Curtis served in the United States Army as a Signal Paratrooper stationed at Fort Bragg. During his time in the military he served in two combat tours to Iraq (OIF 1 and 3). After he got out of the military he attended Westwood College and received a Bachelors of Science in Information Technology with honors and worked as a Department of Defense Contractor for the US Government. Sometime after his undergraduate degree was completed he attended graduate school at Liberty University in Lynchburg, Virginia and received his Masters of Arts in Management and Leadership. Chris loves reading and spending time with his family and is currently a Network Engineer for a US Special Operation Command subcommand.



Rogelio Tristezas – Northern California (Developer)

Rogelio currently works as a Director of IT, is a .Net developer of 10 years with experience in SQL, C#, ASP.NET, ADO, Windows Service development, and various windows technologies.

Stan – Canada (Spokesperson)

Stan has been the community leader of the Mooncoin Discord server with over 2500 members before joining the Erotix Team.

