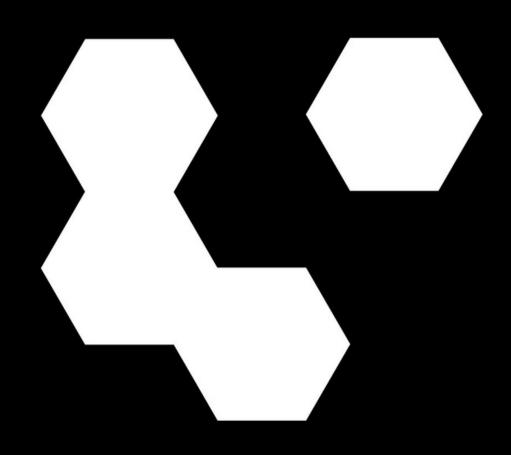# Anomaly Science

Changing What It Means to Create!

Problem

Taking a project you're passionate about to the next level is difficult.

+ Developer Skills

Skills developers have that they are passionate about are often not what software companies want.
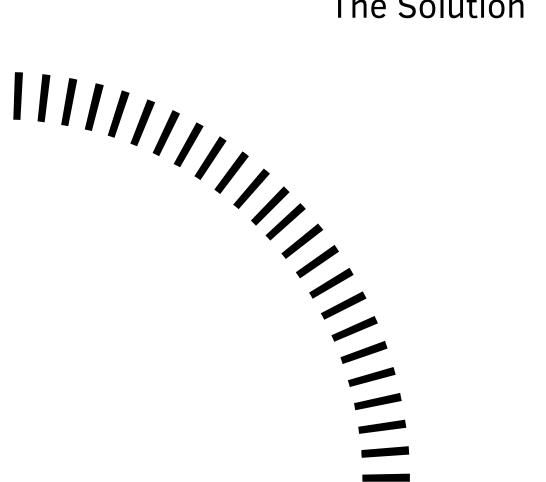
+ Level of Entry

To persue their passion, developers have to start their own companies - a high level of entry.

+ Management

Running a company requires knowledge of business, finance, and law. Developers lack this.

Particles

The Solution

What are they?

Particles are semi-autonomous projects where developers take their work to the next level without the need to learn new management skills.

How do they work?

We handle everything from a business, finance, and legal standpoint. Developers handle the code. We guide them through the creation process to turn the idea into a real-world product.

The Choice

No restrictions on the coding language to be used in each Particle. Developers use the language they love!

Lower Level of Entry

Fewer responsibilities to bring the idea to life enables developers who would otherwise be discouraged to take their work to the next level.

Open to All

Both people who are technical and non-technical can contribute to Particles. People with ideas are matched to people with skills to build something amazing.
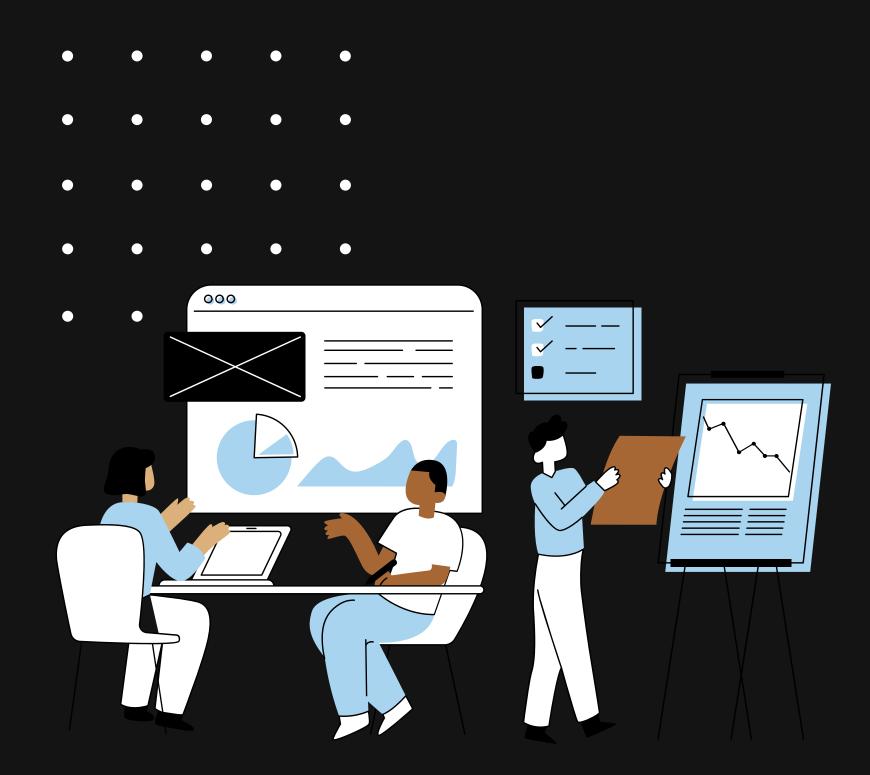
Target Market

Who are our customers?

Engineers

We target developers with a passion to build – such as people who participate in hackathons, and frequently ship side projects.

Architects

We look for people with ideas who just need the right support to make it happen. We pair them with engineers and provide guidance.

Target Market

(continued)

- ## Consumers

  Particles are marketed and sold to their target audience, whether it be for the general public, commercial use, or government. This is how Particles generate revenue.

$1.3 Trillion

Market Size

Particles primarily develop consumer and enterprise technology. We calculate our market size by combining the market sizes of these two together.

Competition

Particles offer support with no upfront cost, market projects, and promote collaboration rather than competition.

+

Product Hunt – A website to share and discover products.

Very little developer support is available, with a toolkit being offered for a fee.

+

Freelance Markets - Allow developers to market a skill they have and gain clients.

Developers compete with each other; everyone works independently.

Particles are managed through tokenized equity. This determines voting power and entitlement to revenue.

A portion of each Particle's token supply is kept by Anomaly Science. This is how we make money. The remainder is to reward our engineers and architects for their work.
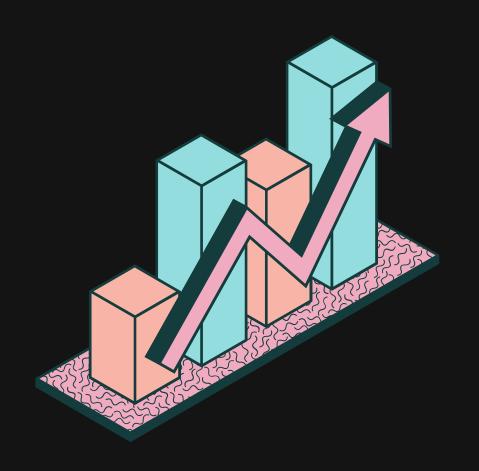

Each Particle has a token, which allows for trading and ICOs. There is also a central token, that functions similarly to the S&P but for Particles.

The token system gives developers more freedom, and provides more options for investors.

Revenue Model

How do we make money?

The Team

Jacob Haap

Chief Executive Officer

Claire Wang

Chief Operating Officer

James Piorkowski

Chief Inspiration Officer

Kai Musk

Chief Technical Officer
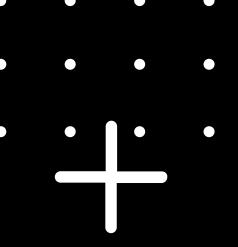
Mustafa Chaudhry

Chief Development Officer

We're a strong and diverse team, with a collection of both technical and non-technical skills. We're passionate about what we do and are here to build a brighter future.

Contact Us

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