LEVELNET

Security of one is security of all

The World's First Distributed Cyber-Security Platform

WHITE PAPER - January 2018

Version 1.0.0

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Abstract

LevelNet integrates virtually all existing anti-virus technologies into one simple, user-friendly application. This distributed system enables participants to share threat data globally and in real time, allowing for the entire system to become much smarter, much faster, than any single security cybersecurity provider can today.

LevelNet significantly boosts the capabilities of any user installed anti-virus program. If a user does not have any security applications installed, LevelNet can take advantage of its distributed network platform and act as a self-standing application.

Today's cybersecurity solutions are limited. As one of the main providers finds a threat, it will often take significant time for that knowledge to be distributed to the total system. New malware takes advantage of this window of time to infect the greatest number of devices. LevelNet creates an integrated, global, and immediately responsive system to stop more malware earlier than it was heretofore possible.

The Problem: A World of Outdated Cybersecurity Solutions

The 2017 Global Cybersecurity market is valued at more than $400 billion[1], with the consumer anti-virus segment alone valued at $25 billion. Usage of the internet is becoming ever more omnipresent, with markets such as IoT are driving ever more connectivity. Growth in the cybersecurity sector is significant and sustained, with an estimated CAGR (Compound Annual Growth Rate) of 9.5% between 2016 and 2021[2]. Such a high-value market coupled with sustained growth is ideal for investors looking for a lucrative value proposition.

The main opportunities in the consumer cybersecurity marketplace reside in the weaknesses created by an industry focused on existing threats, not future malware. Cybercrime evolves rapidly, and any system designed to face this threat must be designed to evolve rapidly. However, the monolithic nature of institutions tasked with this problem makes it difficult for them to offer the flexibility needed to surmount these challenges both quickly and efficiently.

[1] http://www.csoonline.com/article/3083798/security/cybersecurity-spending-outlook-1-trillion-from-2017-to-2021.html

[2] https://globenewswire.com/news-release/2017/05/17/986975/0/en/At-9-5-CAGR-Global-Cyber-Security-Market-to-reach-USD-181-77-Billion-in-2021-Zion-Market-Research.html

An Emphasis on Future Threats

Traditional methods of virus protection rely on users installing anti-virus software. It searches and identifies malware using a database of signatures the provider has to compare to.

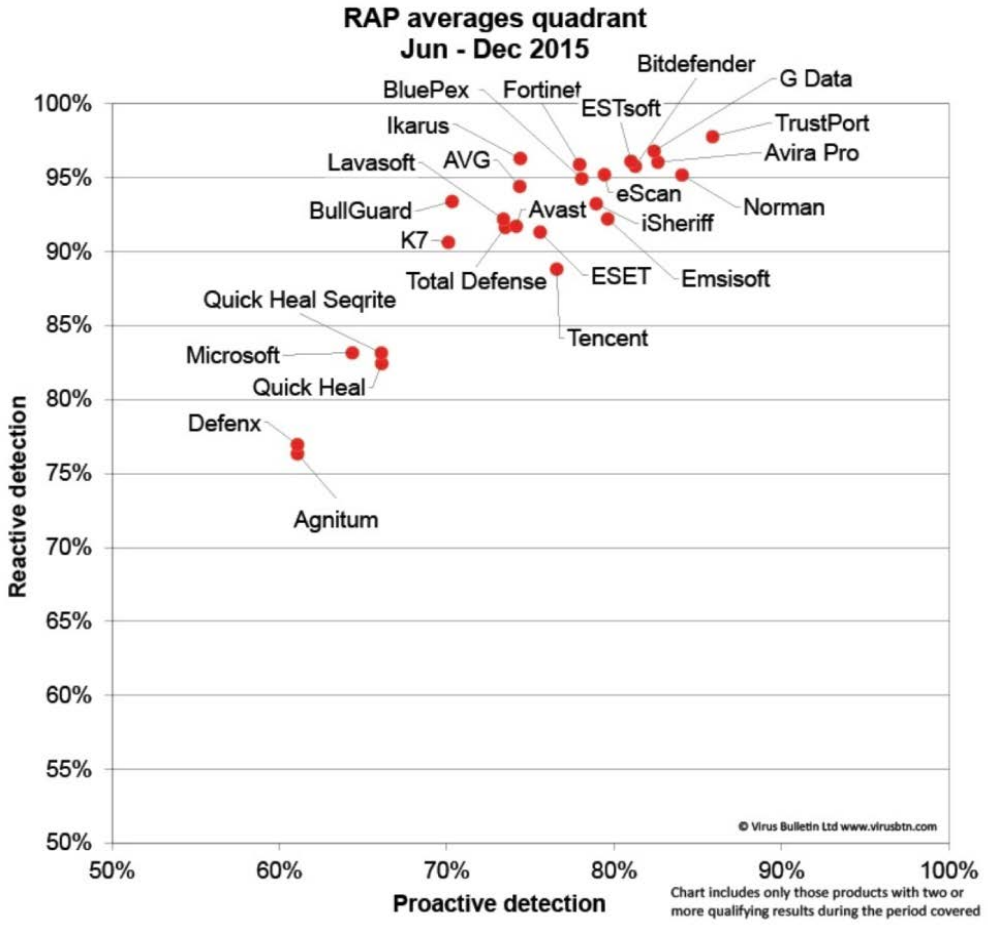
Files with executable code are analyzed, and their threat level is determined using a heuristic analysis method. These heuristic decisions are made using a previously developed algorithm, which is frequently left lagging in updates. Standard signatures are not used with the heuristic method.

A more advanced method of protection is code emulation. Here a virtual machine (VM) simulates the CPU and memory management systems then it executes the code on the VM in order to look for unintended or unaccounted for effects. This enables one to test and observe the effects of malicious code without making the non-virtual machine vulnerable. Additionally, with behavioral analysis technology, one can evaluate entire sequences of actions from the malware, thereby significantly increasing the efficiency of the anti-virus software.

These measures may be sufficient for prevention of known cyber-threats, but they are are not adequate for emerging malware. Virus protection often requires prompt and regular, regardless of particular software capabilities or which method they employ. Otherwise, the risk of security breaches increases significantly.

High Costs for Consumers

The cost to consumers is usually in the range of $50+ per year, with relatively low threat detection efficacy. No individual anti-virus product can offer "ideal protection." Vendors specialize in a particular threat type, and enterprise solutions involve much more resource intensive processes such as emulation that are too expensive and time consuming for the consumer market. The average Industry-leading detection rates for anti-virus companies today are not more than 95% reactively and 80% proactively:



Other statistics are even less encouraging:

- "The best antivirus software catches only 5% of new online threats" - by Harvard Business Review[3]
- "The Antivirus industry has a dirty little secret that they really don't want anyone to know. Despite the claims of their marketing departments, their products are not all that effective in the real world. Best performances in the industry are between 80% and 90% against threats out there in the wild at any time, and their protection against ransomware is very bad"[4]
- "One well known, major antivirus industry player is routinely scoring no better than 80% reactive combined with a 70% proactive"[5]

At the same time, Cyber-security does not come cheap - a typical Kaspersky Labs, NOD32, or Symantec product cost around $50 annually. LevelNet plans to offer a $0.99 annual cost for its premium service. Companies today spend upwards of 25% of their IT budget on Cyber-security. The market is hungry for solutions that can improve quality and lower the cost footprint.

The Opportunity: Conquering a Fragmented Global Market

The antivirus market is both rapidly evolving and highly fragmented. The emergence of the Internet of Things (IoT) is creating new challenges that no provider today is adequately capable of addressing entirely.

Cloud-based anti-viruses can provide security only in the proprietary developer's framework, however without the inclusion of technologies from other developers. There are also cybersecurity service providers that conduct virus checks using anti-virus software from multiple original software developers. The results of such checks, therefore, do not depend on the capabilities of single products. This approach produces more reliable threat detection. However, it does not provide a real-time defense solution and requires the manual download of every file through specific APIs on the corresponding webpage.

Furthermore, "Big Thing" cloud computing platforms are still in the future. Endpoint devices and IoT remain vulnerable to cyber-threats. It is clear that there is a need for an efficient, real-time cybersecurity solution using all relevant data available from multiple cybersecurity and antivirus software applications.

[3] Harvard Business Review, November 2015.

[4] https://blog.knowbe4.com/bid/355390/the-antivirus-industry-s-dirty-little-secret

[5] http://www.bizztechnology.today/2016/04/how-well-does-your-antivirus-work.html

- LevelNet offers preventive protection measures for a competitive price of $0.99-9.99 for an annual subscription per end-user device.
- LevelNet Network & End-Point App integrates users into a single universal network of cybersecurity. Exchange data in real time about emerging threats on your devices. Combining all anti-virus capabilities into one Network.
- LevelNet Cloud contains a database of incidents and updates it in real time thereby forming a reputation service for files and other objects.

How it Works

The LevelNet system provides cybersecurity measures against suspected files/viruses/threats detected by any of the anti-virus/cybersecurity software applications present on the LevelNet network. Suspicious files, viruses, and threats can be quarantined/deleted regardless of whether there is installed antivirus software at the particular endpoint.

It is essentially a network where each user exchanges information about IT security incidents (viruses and any other computer threats) detected on their device with other users in real time. This above process is done to prevent an attack directed at any device connected to the network. Network users agree to exchange such information beforehand.

Threat detection is performed by monitoring the response of security systems installed on the user's device. The response is analyzed by the client programs that are located both on the user device and outside of it on other nodes of the network. After the analysis is completed, users are notified of the threat. Users receive threat notifications in the form of prepared bundles of information with various network protocols in place.

The source of the notification can be either the user device with an installed client program or other network nodes carrying functional features of the program responsible for notifications. The client program then blocks the threat for all notified users via specialized program features, i.e., alerts, other features then scan for the sources of the various threats.

Protection Based on LevelNet and the Dynamic Whitelist

Installed Antivirus Product: Response Exchange Principles

The client software analyzes the response of antivirus products on users' devices. Results of the antivirus behavior analysis are sent on the LevelNet network for further processing as well as for deciding the level of a particular threat or threats. The data is transferred between the client nodes and out to the network servers. If for any reason, the LevelNet system perceives response results as a potential or real threat all users receive information about this software package. This information is distributed between various nodes of the LevelNet network.

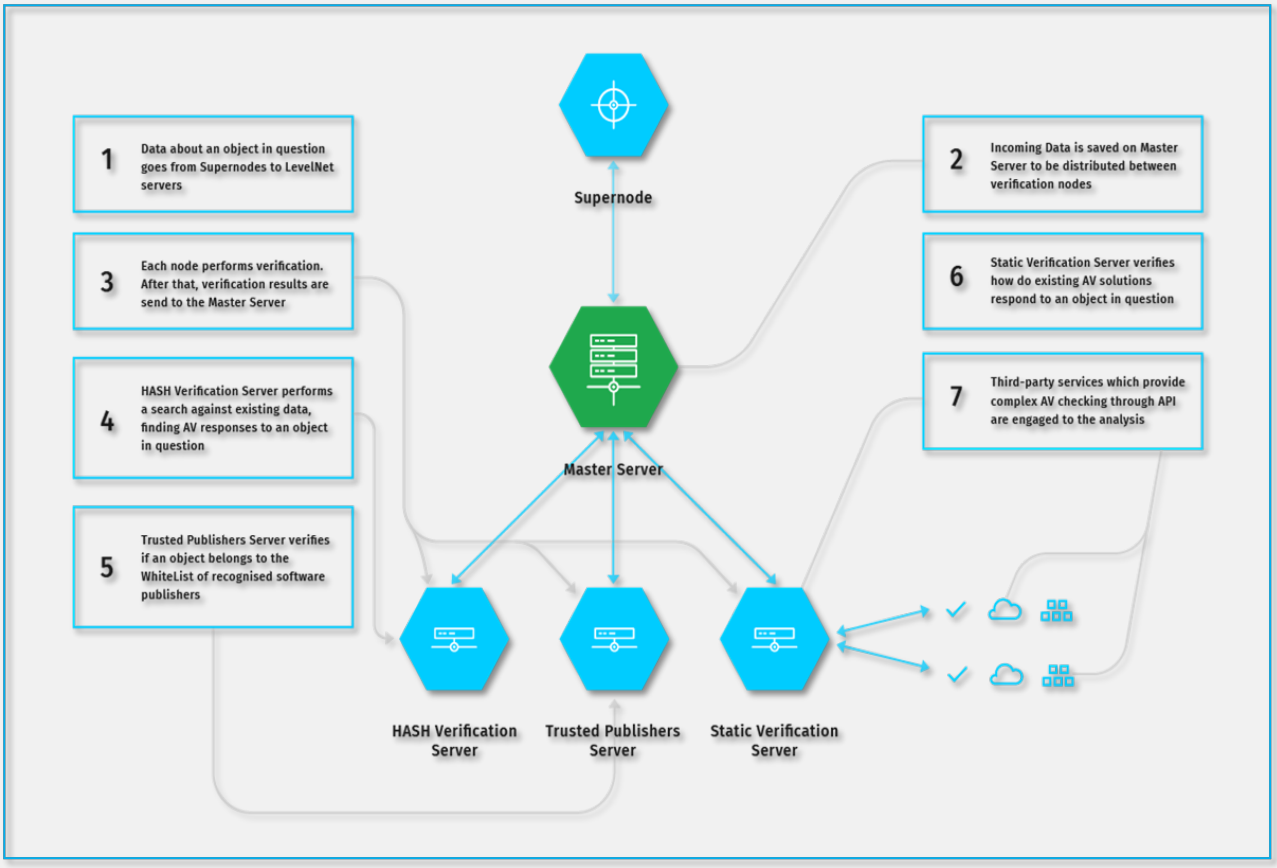
Reputational Base Formation

A novel concept is in weighting certain attributes for determining the Risk Level of potential software packages. This Risk Level is evaluated by the LevelNet system automatically based on the value of a set of factors listed below in descending order of importance:

- antivirus solutions reactions from end-point users.
- level of trust that its publisher has
- prevalence within the network
- the number of cases when this software was added to the list of exceptions by end-users

The number of antivirus solutions responses can be obtained both from users' devices and from internal servers of the LevelNet network. The process of monitoring previously unknown software is ongoing through the LevelNet network.

Scheme of checking data incoming from LevelNet network nodes



The publisher's credibility depends on three things, their reputation, the duration of their participation in LevelNet, and the popularity of the existing security software they use.

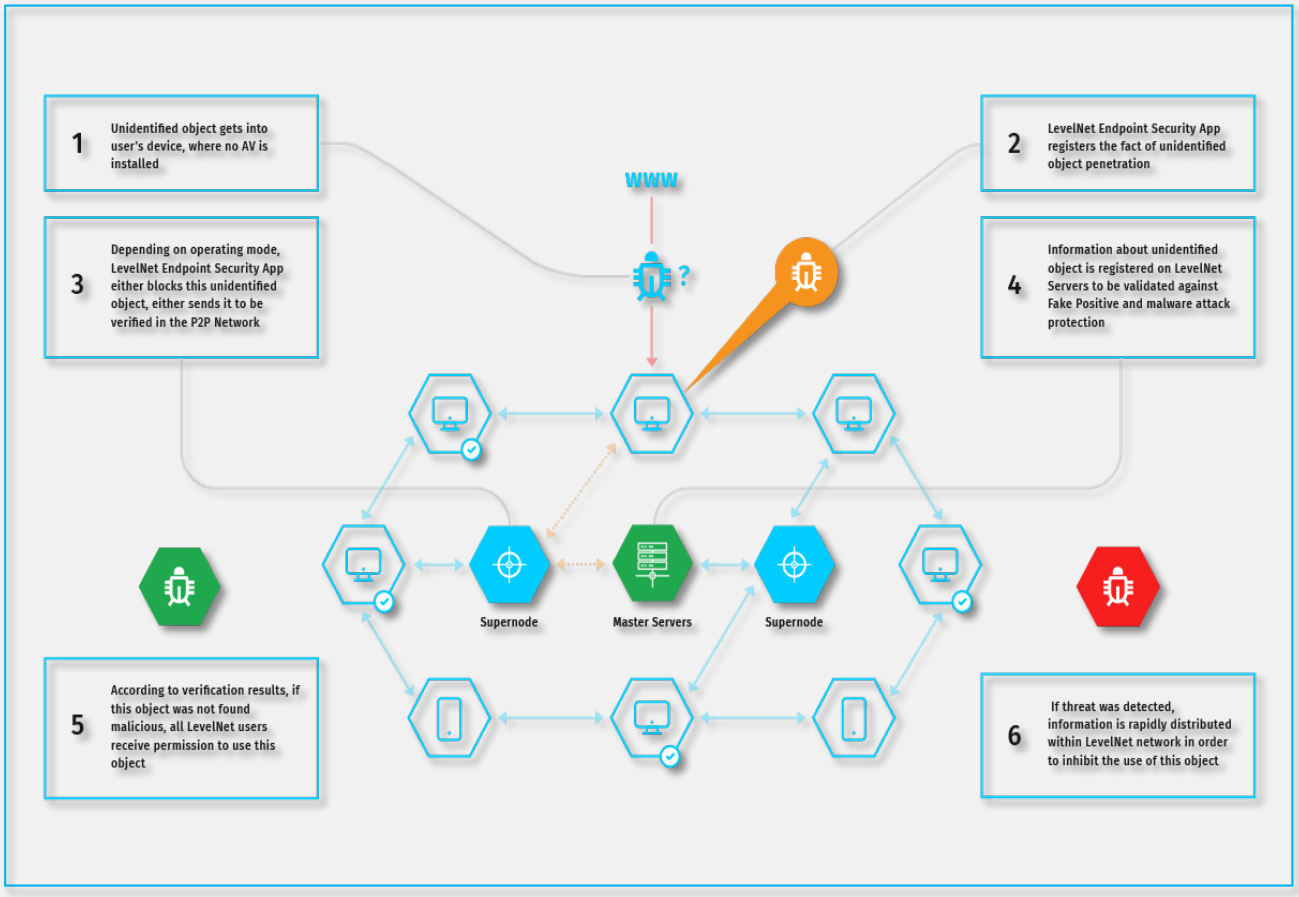
The degree of a threat is dynamically indicated. Should the level change for a particular software package, its value is immediately synchronized with all users' devices within the LevelNet network, thus ensuring the operational update of the threat data

Endpoint Security App Operating Modes

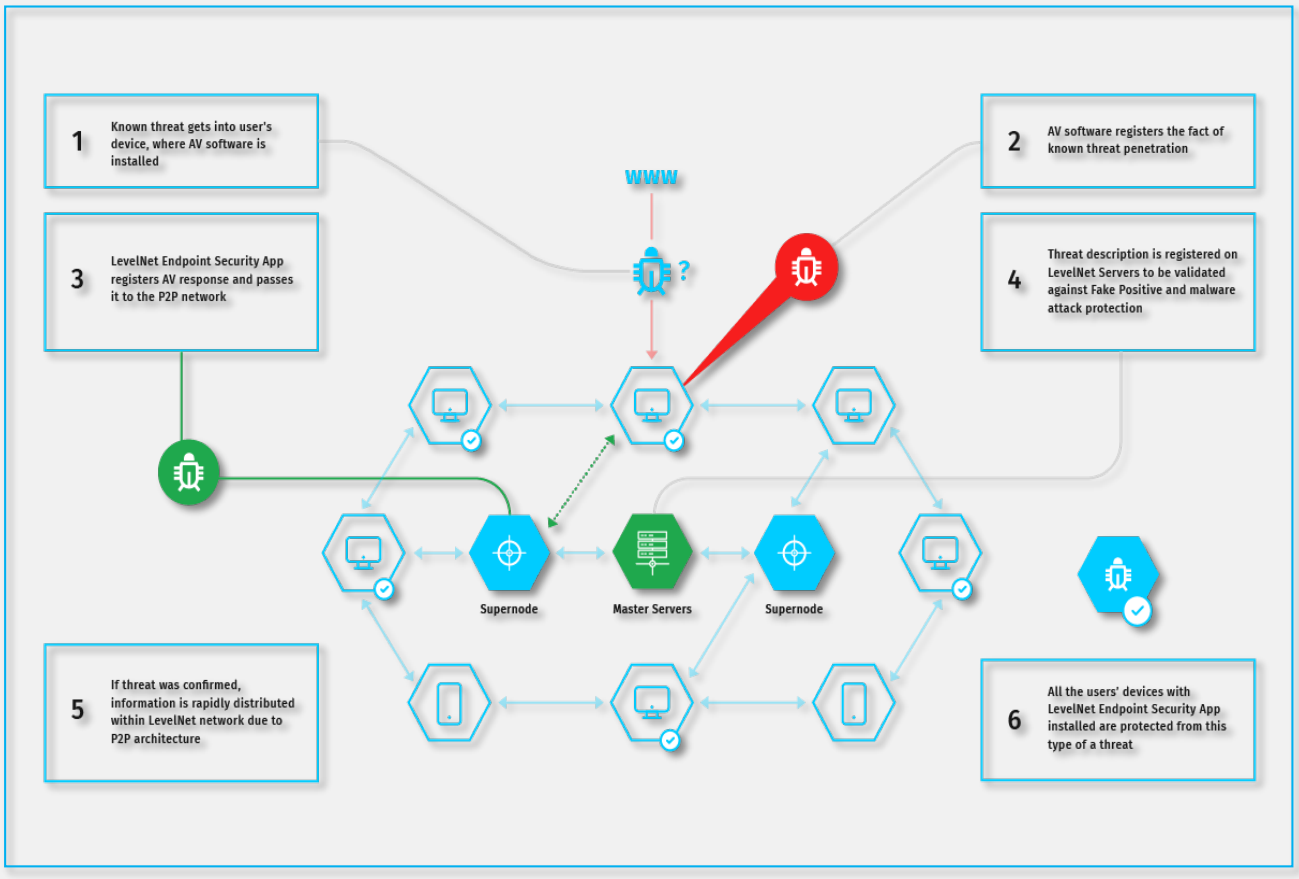
The client side software on the end devices works in blocking mode for a software package that is unrecognized by the LevelNet network (this is the operating mode of the application when all previously unknown software via user input is locked to execution). Optionally, White Lists can be enabled, which allows the user of the software to select packages from a whitelist of trusted publishers. Also, the user can depend on the threat level, be able to grant permission to use unknown software, after he/she is prompted via a corresponding warning message/alert.

Furthermore, the user can create their list of exceptions, independent from the LevelNet global rules. This function may be useful for both software developers, and regular users who have installed rarely used software, causing groundless "suspicion" from antivirus solutions.

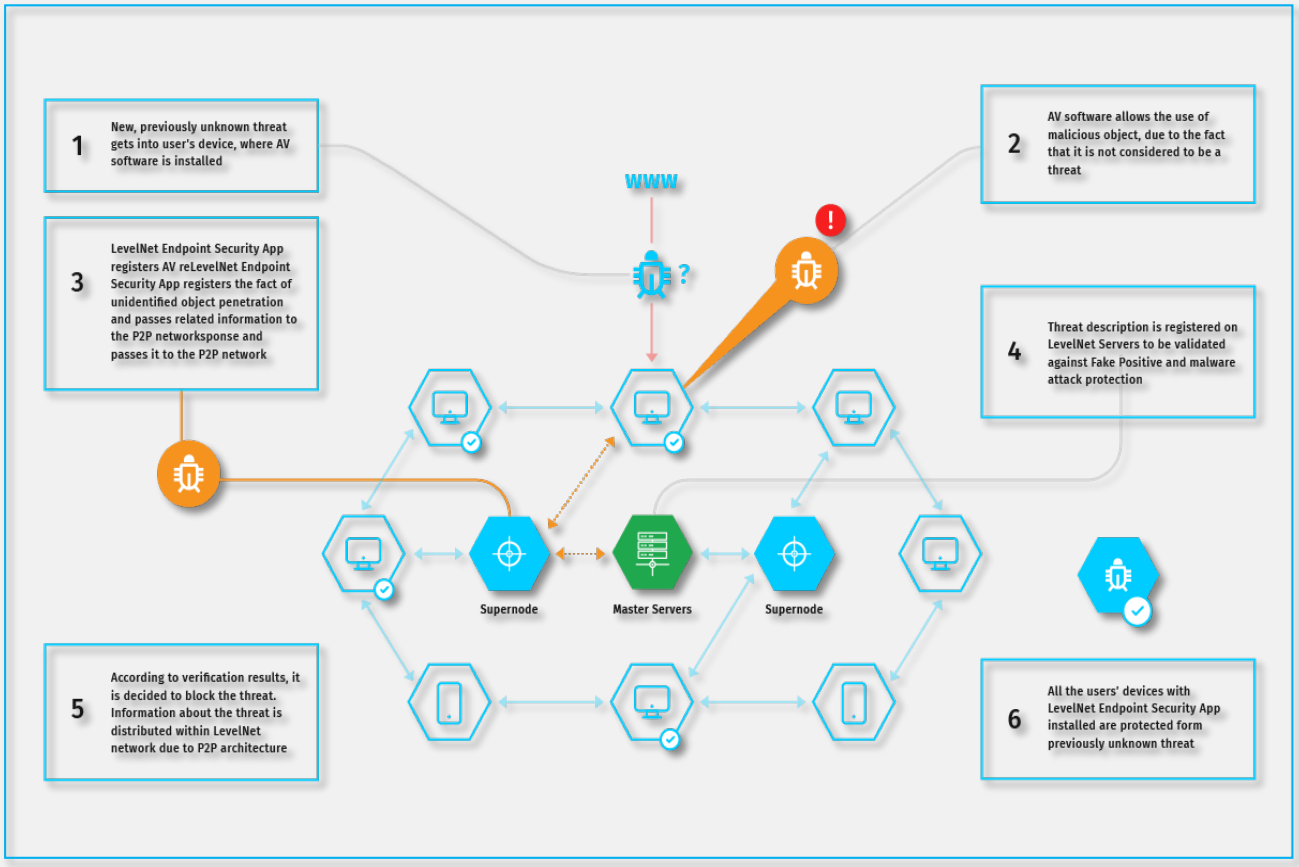
Using the LevelNet Endpoint Security App without antivirus software installed



Using LevelNet Endpoint Security when installed AV software can detect a threat



Using LevelNet Endpoint Security with AV software not receptive to a new threat



New Publisher Assessment for the Dynamic Whitelist

Before a new software publisher can become included on the LevelNet Whitelist, they must undergo register and undergo verification procedures.

Registration can be performed linked to social network account or via corporate email accounts. Also, supplementary information needs to be provided:

- company website
- type of software
- type of a company
- country and address
- approximate site visits per day
- approximate application downloads per day.

Once the publisher completes registration, a personal dashboard then becomes available for the publisher to enter the next stage, which is to pass the verification in order to be added to the LevelNet Whitelist.

Publisher verification in this particular case means confirmation of the accuracy of the information provided during registration. For the most well-known and popular publishers, the process is streamlined. In this instance, verification is performed by adding a series of verification records to the publishers DNS name servers (Either a CNAME or TXT record). Additionally, for publishers not included in either of the above categories, further proof of identity is required either through a document or a credit card; these publishers will then also need to fill out a form with a description of the software.

After passing both procedures (registration and verification), the publisher is then given the opportunity to upload their software package, as well as the opportunity to provide updates to newer versions as they become available. All subsequently uploaded files also undergo an automatic antivirus scan for the potential existence of malicious components.

Our Prototype

Our working prototype is now available for demonstration. It can be easily installed on Mac, Windows or Linux Operating Systems. During one such test (available below) the result was that the malware files were immediately detected and neutralized on all virtual machines. Test demonstration video (subtitles available):

https://www.youtube.com/watch?v=fDLfvA9EqNU&t=2s

Business Model Overview [6]

A self-updating platform with significantly better a single AV package on its own:

- Customers are able to combine the shared protective power of all their cybersecurity programs. This drastically increases the rates of threat detection and thus the overall security of the network.
- For Corporate customers we offer participation in the Network with additional features such as private API and SDK.
- We predict that the LevelNet Network will reach over 100 MLN connected devices within the next 5 years.
- LevelNet's business model assumes a system of free distribution for up to 2 years. Once the goal of reaching a customer base of one MLN members is achieved, then LevelNet will pivot to a freemium model with the provided breakdown:
  - 69% unpaid users;
  - 25% of users paying a $0.99/month nominal fee (for additional premium features);
  - 5% of users on a $9.99/month plan;
  - 1% of users on a $99.99/month corporate plan.

- LevelNet will provide premium services for corporate users at prices ten times lower than other products currently available in the marketplace, these premium services include:
  - Private an API for the uploading of specific files for an immediate check (which generate higher than expected threat detection rates).
  - SDK tools to allow customization for large corporate clients (customers will benefit from best-in-class threat detection and threat awareness).

[6] LevelNet continues to explore additional and alternative monetization models.

Token Offering

Summary

The main purpose of this fundraising is for the development and launch of LevelNet with its accompanying products:

Token Name and Symbol	LevelNet;LVL
Phase 1	Non-investment
Issuer	Level Capital
Description/Rights	Token owners will be able to use LevelNet services, the LevelNet ecosystem, and all its products, in addition to receiving use of intellectual property rights. It will be possible to exchange tokens for crypto shares in the second phase of the project.
Quantity of tokens issued	1 500 000 000
Nominal Value of single token	$0.01
Conditions	Tokens not sold during the TOKEN OFFERING are to be destroyed. The release of additional tokens is excluded. Trading or ownership of LevelNet with its tokens is excluded. All exchanged and redeemed tokens are to be destroyed. Tokens used at the time of subscription to access premium features, business version, API and other LevelNet services will be destroyed.
Funding requirements	Soft Cap $1.5M - Hard Cap approx. $12M
Token Share Name	LVLS
Phase 2	Investment
Issuer	LevelNet Foundation
Description/Rights	Owners of LVLS will have ownership and profit sharing rights, owners will have rights to be chosen in supervisory committee, to nominate the members of the Director Board, to choose the Fund's main investment and expenses directions. In this order to implement this we hired a team of Legal and finance and investment experts to design a second phase of our strategy.

Payout Structure	Profit sharing once the project reaches profitability.
Quantity of tokens issued	To be announced.
Nominal price per token	Fixed after market price is determined.
Conditions	Owners of LVL tokens have preemptive rights. All exchanged LVL tokens are destroyed.

Key Deal Terms

- Level Capital LLC (Level Capital) is the manager of the LevelNet project/user community and guarantor of participant rights.
- LeveL Capital issues LVL tokens, which will only be distributed during the duration of the TOKEN OFFERING.
- Level Capital will invest assets received during the TOKEN OFFERING in operations and infrastructure development for the completion of LevelNet Endpoint Security in preparation for its commercial launch.
- LVL tokens will be sold on CryptoShare exchanges.
- As the operator of the LevelNet project, Level Capital will at determined intervals redeem the tokens in exchange for the cryptocurrency, as quoted on cryptocurrency exchanges.
- The investment phase of the project will be implemented by the roadmap.
- LevelNet Capital will create investment fund structure with the possibility of raising funds and protecting the rights of token owners. Once the British Virgin Islands investment Legal entity designed and created, all holders of the LVL tokens will be able to exchange them for LVLS tokens. All shares newly created (or reorganized) Legal entity will be on blockchain.
- Ownership of LVLS tokens will allow for participation in the sharing of the fund's profits starting in 2021. If the profits are not distributed, or there is none, then an option will be given for token holders to increase share participation in the fund at an optional discount.
- During the second phase, LVLS tokens will provide shares in the LevelNet project. LVLS tokens can only be redeemed using LVL tokens.
- The financing needs in this phase (product release) amount to $1.5-12 MLN.
- LevelNet Capital will maintain a token equity holders' register.

Returns Model

Phase #1 will determine the valuation of the company and is not an investment. Each phase provides privileges for the token holders. Below there is a detailed summary of the benefits and other value propositions of each phase.

Phase 1: Non-Investment

LVL Token Details

Holders of LVL tokens have a membership status that provides access to LevelNet services and software. LevelNet offers participants in the non-investment phase the following options:

- Business API and premium services. Participants exchange tokens for subscriptions to LevelNet services in case they have more tokens than the required amount. The possession of tokens in this required amount will significantly reduce the costs of a corporate plan.
- Lifelong use of the LevelNet application and any LevelNet services for ordinary users, without additional payment for premium features.
- Option to participate in Phase 2.
- The possibility of receiving an LVLS financial instrument upon a successful KYC / AML procedure (see Terms and Conditions).

Converting tokens into service subscriptions

As described in the Business model overview, LevelNet provides not only the free distribution of an endpoint security application, additionally LevelNet at one tier offers paid subscriptions for the use of LevelNet's API and SDK for corporate clients. Similar subscriptions packages are estimated at $50k per year. LevelNet will allow for token owners to exchange the tokens purchased during the Token Offering for a subscription plan, which then can substantially be used by the owner or sold to others.

Subscription[7]

This allows the use of LevelNet services for different periods and with different functionalities for corporate users. This subscription can be used by the owner of the tokens or sold to others.

Conversion Procedure

Only LVL tokens can be converted into a subscription. LVL tokens exchanged for subscriptions are subsequently destroyed. In exchange for the tokens, a key file is supplied which allows users to activate LevelNet services. Also, it contains information about the subscription plan type.

Number of tokens exchanged for subscription	Subscription type	Subscription duration
4,000	Corporate Private API	1 year
2,500	Corporate Private vAPI	1 year
3,000	Advanced statistics	1 year
25,000	SDK and custom custom-built	1 year
10-1,000	Business version of Endpoint Security App	1 year

* Currently LevelNet is reviewing opportunities for additional subscriptions

[7] Subscriptions are regulated by a license agreement

The exchanging of tokens for subscription key files functionality will be available on the levelnet.co website in individual accounts. The following functionalities will also be available in the personal accounts:

- Exchanging tokens for subscriptions.
- The settings for the duration of the subscription and as well as its start date.
- Statistics on existing subscriptions.

Phase 2: Investment

LVLS Token Details

LVLS is a financial instrument, which in Phase 2 offers the following:

- Access to the fund's profits;
- Access to the register of fund shareholders;
- The opportunity to nominate a representative to the Board of Directors;
- The right to call an extraordinary board meeting.

The Exchange of LVL Tokens for LVLS

- LevelNet Capital plans to establish an investment fund or obtain a license to carry out investment activities.
- All LevelNet assets will be in the fund balance.
- LevelNet Inc. will issue up to 40% of shares and, under the option agreement, will transfer them under the management of the fund.
- After registration, the fund immediately begins to issue LVLS tokens (a financial instrument that gives the right to receive a share in the fund).
- Only LVL token owners can obtain the right to own LVLS tokens.
- Only LVL token holders can exchange them for LVLS tokens. For participants, up to 40% of fund ownership will be available.
- The exchange of LVL tokens for LVLS tokens will be carried out through the investor's personal account, which is accessible via orderbook.io
- All qualified LVL token holders will have the preemptive rights to purchase non-distributed LVLS. (in the USA only "qualified investors" can get LVLS tokens)
- All LVL tokens exchanged for the LVLS token are subject to cancellation.

All exchange provisions are regulated by the Terms of Token Offering and cannot be changed.

LVLS Release

LevelNet Capital or the planned investment fund will undertake the release of a non-public LVLS financial instrument based upon blockchain technology.

The investment fund is obliged to provide LVL token holders the option to exchange their shares in the amount of up to 40% of the investment fund. The total price is equal to the amount of funds in the investment fund raised money by phase 1.

The Investment Fund is obliged to provide this option for the exchange of issued LVLS tokens. This is in accordance with the terms in the clause concerning the conversion procedure from shares to tokens.

Conversion Procedure

Number of **LVL tokens**	**Exchange discount over nominal value**
50,000 – 100,000	10%
10,000 – 50,000	5%
1,000 – 10,000	2%

LVL token holders will have the right to exchange their tokens them for LVLS tokens, as described in the LVLS Release section and according to the following rules:

- The exchange rate of LVL tokens for LVLS tokens occurs at the market value of the LVL token at the time of exchange.
- The market price of the token is equal to the weighted average of the daily exchange price at the date of exchange.

The exchange of tokens for ownership in the fund is calculated by the following formula:

*Share in the fund (LVLS)= Number of LVL tokens * Exchange value of the LVL token at the time of exchange / nominal value of LVLS - exchange discount.* The exchange will be carried out through the investor's personal account, which will be available at orderbook.io All LVL tokens exchanged for the LVLS fund are subject to cancellation.

Valuation

To evaluate the project and subsequent LVLS token offering, LevelNet has developed a simple project evaluation system based on the conditions described below:

- The project is evaluated by the by results of phase 1.
- All other obtained funds will not go into the calculating of the project price.

The market value of the LevelNet project is estimated using the following formula:

*Market Value = Raised money by phase 1 * 100% / 40% of the LevelNet Fund.*

Alternative valuation = calculated from the book value of the assets of all affiliated structures of the LevelNet project.

Evaluation Disclaimers:

- **POST TOKEN OFFERING Ownership %** is the share of investment fund ownership from the second phase.
- Once the Raised money by phase 1 fund is formed with a funding between **$5M** to **$12M**, the **POST TOKEN OFFERING Ownership %** equals up to **40%** of the investment fund. Should the size of the Raised money by phase 1 total less than **$5M,** then the fund will transfer ownership of

the participants in a proportionally smaller amount. In this case, the POST TOKEN OFFERING Ownership % will be calculated using the formula:

POST TOKEN OFFERING Ownership %= Raised money by phase 1 *40%/5 000 000

Token Distribution

The issued tokens are subject to a distribution plan described below at the time of the Token Offering:

Investors and participants	80%
Advisors and mentors	5%
Option pool	5%
Wings Platform	3%
Bounty and Airdrop	2%+5%

*Tokens which are not distributed are destroyed

Bounty Tokens

To increase interest in the LevelNet system, LevelNet has developed several Bounty programs. The total number of tokens distributed by the Bounty programs on all platforms shall not exceed 7%. This is to preserve the economic interests of the participants and investors.

Wings Platform

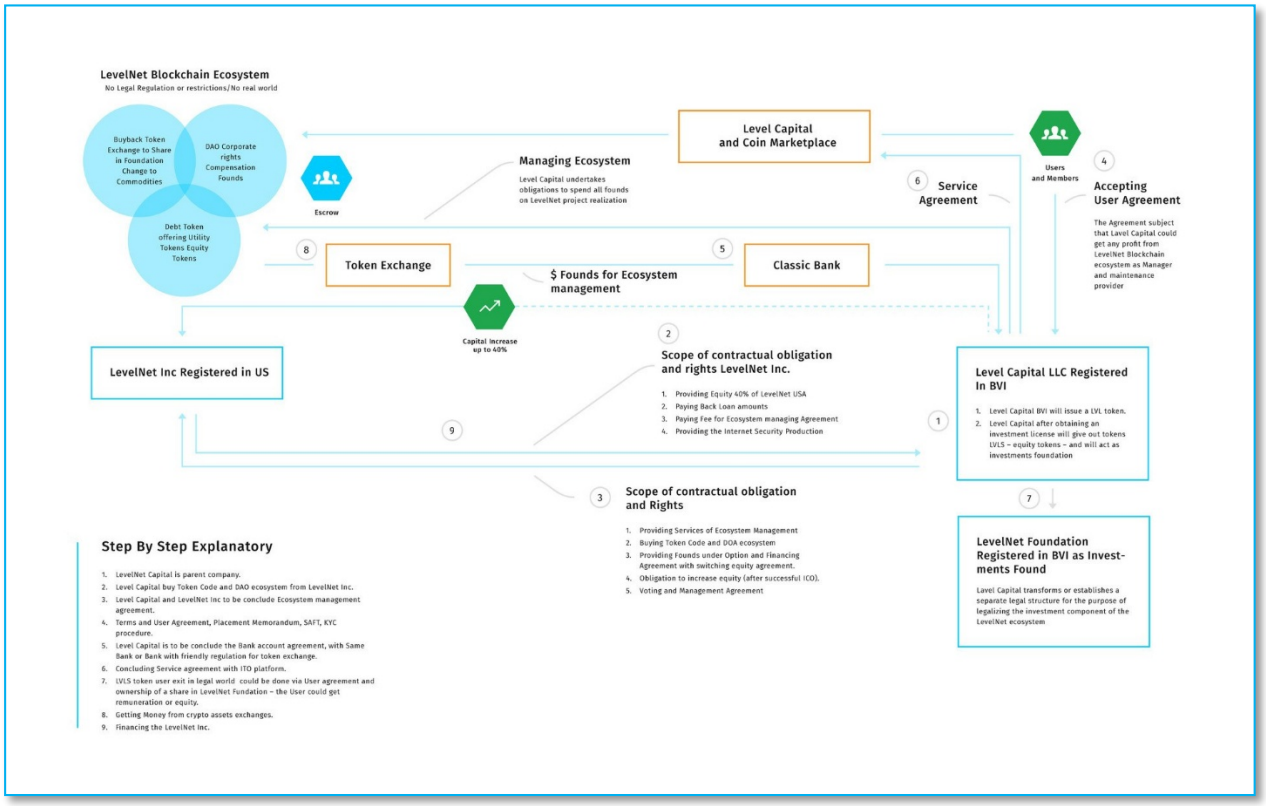
The Wings platform is a Blockchain Crowdfunding DAO, for Wings, the dedicated tokens utilize a smart contract algorithm. They are distributed according to the following conditions:

Wings Rules					
Terms	**Condition**		**Min.limit of value**	**Value**	**Max.limit of value**
1.50%	If amount collected	<=	0%	Median forecasted amount	100%
2.00%		=>	100%		125%
2.50%		=>	125%		150%
3%		=>	150%		XX

Option Pool

The option pool is reserved for a subsequent option package for employees of LevelNet Projects.

Legal structure



The LevelNet Project

The LevelNet Project is an association that includes:

- The operating company based out of California;
- R&D centres located throughout the USA, Europe, Russia and Ukraine;
- The BVI parent company LevelNet Capital;
- A BVI investment fund.

Level Capital

Level Capital is the owner of the LevelNet project source code, in accordance with the company's charter. It's a BVI corporation. In accordance with the Agreement and Terms Of Use, Level Capital is required to establish an Investment Fund in the Virgin Islands, or will obtain a license to carry out investment activities in the British Virgin Islands (or alternatively in the Isle of Man). The type of fund and its structure will be determined based on the number of participants.

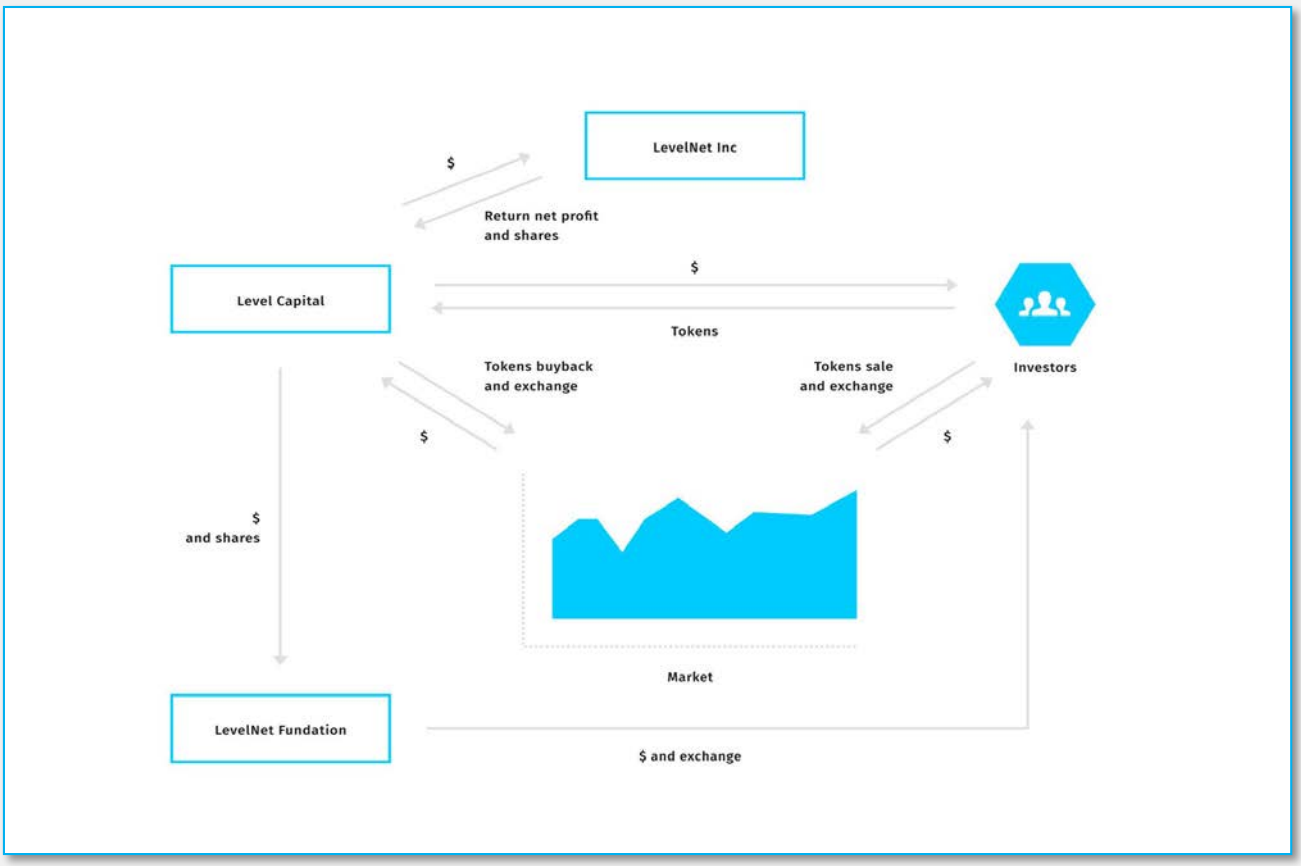
LevelNet Inc.

LevelNet Inc. is the operating company. LevelNet Inc. is a registered California corporation (registered number C4046746) and a subsidiary company of LevelNet Capital. Its registered address is: 34 Peach Blossom, Irvine, California, USA.

LevelNet Foundation

The LevelNet Foundation will be an investment fund and future private limited liability company registered in the British Virgin Islands or the Isle of Man. It will be licensed as a mutual fund to raise investment and provide the funds to realize LevelNet's business plans. It is the profit center and the holder of all LevelNet financial assets. Ownership of up to 40% of the Fund will be divided amongst participants. The members of the LevelNet community are owners and active participants in the LevelNet Project.

Investment Structure



The LevelNet Roadmap

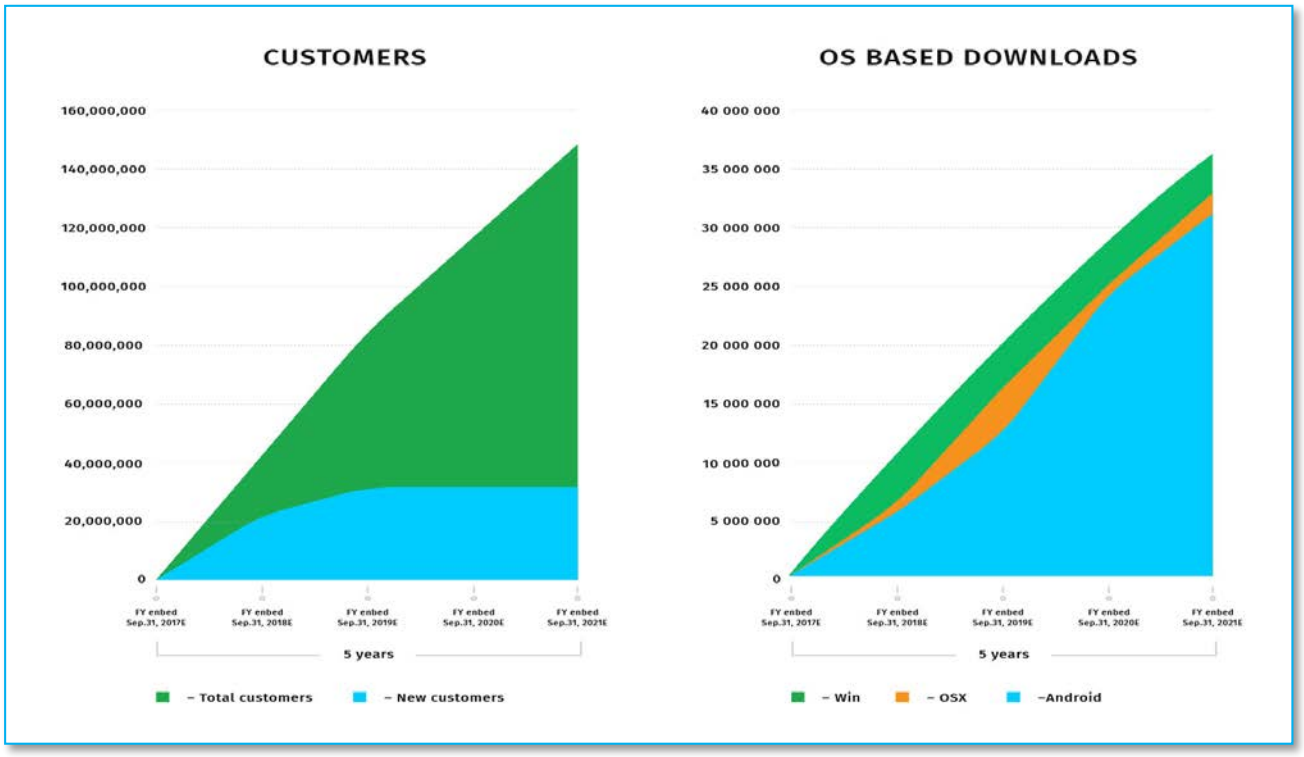
Business milestones	Visiting exhibitions, interacting with the community. Conclusion of cooperation agreements with representatives of the industry	Business development to promote the product among corporate users	Business development to attract small anti-virus companies to cooperation	The first integration into existing antivirus products		
Technology milestones	Finalized Specification of requirements for the development	Hire engineers and start back-end development process	Close of Alpha Version, corporate API, First testing	Start mobile development	Open Beta Version; SDK for integration in exist antivirus products	RTM
Token Offering	Token Sale (LVL)	Token Listing on Exchanges	Preparation to second phase Token Offering	Exchange LVL token to LVLS; Election of board members from among LVLS token owners	Token sale (LVLS)	

Financial Model and Valuation

User Growth (Non-financial metrics)

LevelNet projects face impressive growth rate of its user base beginning in Q4 2018. We forecast 40M members by Q4 2019, 85M by Q4 2020 and approximately 110M by Q4 2021:

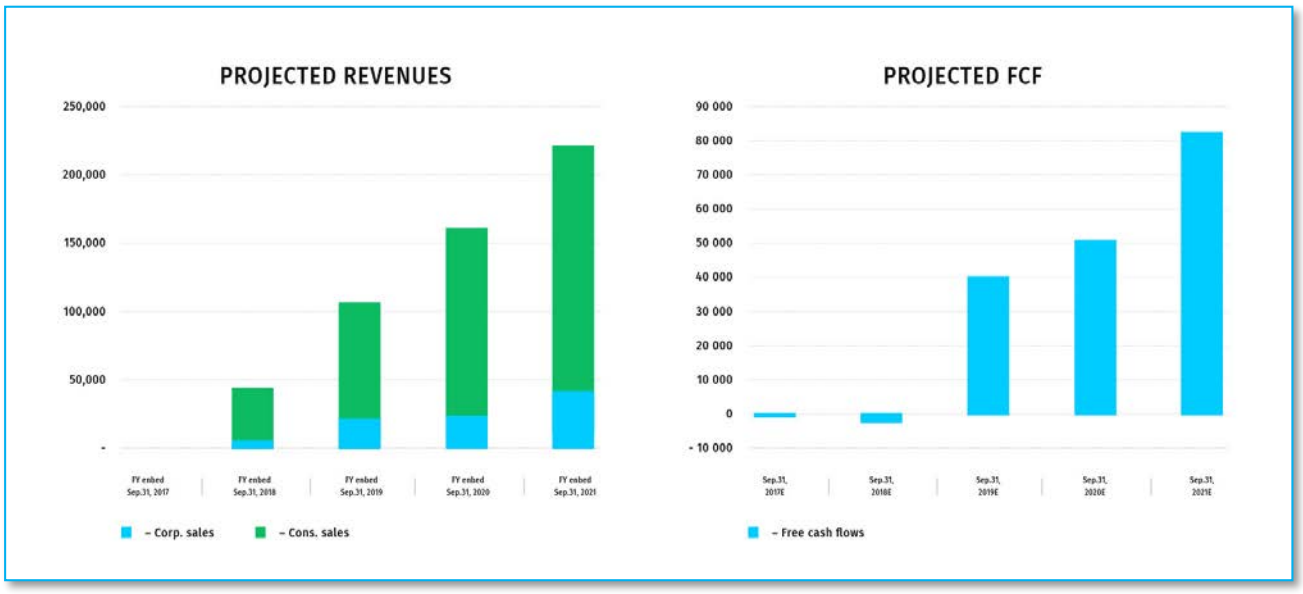
The number of API and SDK users (corporate customers) is also expected to grow exponentially - over 15,000 customers for the former and 100,000 for the latter by 2020.



Financial Metrics

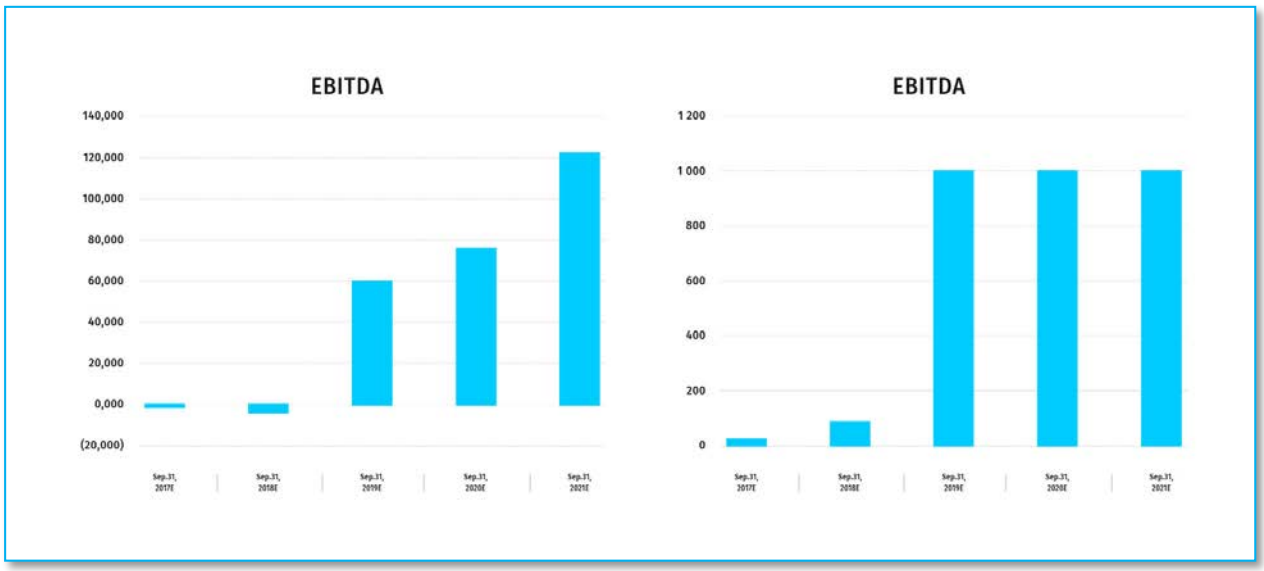
Financial performance (1/2)

We project the company's revenues to reach $220 MLN by 2022, generating $80 MLN in free cashflow.



Financial performance (2/2)

EBITDA will reach $120 MLN in 2022. LevelNet's user of system virtualization and peer-to-peer network technology will ideally keep capital expenditures within $1 MLN annually:



Financial Valuation

Unlike many internet companies, LevelNet projects to generate significant profits for shareholders in relatively short time. For this reason, LevelNet is valuing the company using a traditional DCF (discounted cash flow) model. This yields a valuation of between $583 MLN and $1268 MLN:

Valuation	Enterprise Value	Net Cash (Debt)	Equity Value
DCF	$415-491 MLN	$168 MLN	$583-659 MLN
Comparable Companies	$770-1100 MLN	$168 MLN	$938-1268 MLN
Range	$415-1100 MLN	$168 MLN	$583-1268 MLN

LevelNet is currently seeking to raise between $1.5 to approx. $12 MLN to finance the launch of the LevelNet Network. Investors and participant in the initial token offering (phase 2) may reach an ownership level of up to 40% in LevelNet.

If a $1 billion valuation is reached, investors stand to earn a return of 2062% over 4-5 years, equivalent to a CAGR of 84.9%.

Our Team

Our founding team has worked together for ten years on complex cybersecurity software development projects. LevelNet has the premier talent in programming, cryptology, compiler design, system programming, software architecture, binary hacking, malware design, and analysis. Our software engineers have experience working with industry leaders such as Kaspersky, FireEye, AMD, Intel security, McAfee, and Checkpoint among others.

Management

Pavel Shkliaev

CEO/Founder

Security design & analysis
Security software architect
Multiple tech startups in the USA and Russia

Alex Bodiagin

CTO/Founder

Networking & driver development
Security software architect
Team& Tech lead more 10 years

Anton Aksenov

COO/co-founder

Successful entrepreneur
MBA
International operations

Aleksandr Fedotov

CMO

Internet Marketing Strategy
Experienced Internet Marketer with a demonstrated history of working in the marketing and advertising industry.

Arthur Eolyan

CLO

Experience in securitisation, US and UK corporate law. Specialises in corporate finance and private equity and regulatory matters.

Tech

Ivan Krivonos

Software Engineer

Linux System Developer
Security design
Osx system developer
Gypervisor Achitect

Alexey Kudryavtsev

Software Engineer

Windows low level developer
Malware researcher
Security software architect

Konstantin Kosenkov

Software Engineer

High-load system architecture
Amazon Cloud
Full Stack

Andrey Baranovich

Security Engineer

Binary hacker
Security researcher
Linux system developer

Alexander Volkov

Software Engineer

Windows Low level developer
Authoring 0day exploits
Malware researcher

Stanislav Goshko

Security Engineer

Security researcher
Strong assembler developer
Binary hacker

Boris Solovyev

Software Engineer

System developer
Malware research
Automatization

Anton Leshchenko

Software Engineer

Linux system developer
Networking & drive dev
Embedded systems

Andrew Patsora

Project Manager

Coordination of departments
Marketing audit
Problem solver

Ivan Novikov

Data analyst

SEO
Google Analytics
Advertising and traffic

Stepan Mitryashkin

Community manager

Users experience
Social networks
Placement

Anton Rebrik

Community manager

Customer support

Xenia Kissinger

Community manager

Bounty managment
Problem solver
Bounty program development

Advisors

Dave Anderson

Former CMO McAfee

CEO and Founder Syte Logix
Advisor VivoSecurity,Voltage Security
Security and Risk Advisory Services KPMG UK

Sergei Sergeenko

CEO Chronobank

Sergei Sergienko is a co-founder of Edway Group Ltd. He has won a number of awards in business in Australia, including "Hot 30 under 30" and "Young gun in business". He has represented Australia on G20 summits and understands how to connect real and crypto world economies.

Mikhail Savchenko

COO ICOpromo

Born with a ZX Spectrum in his hand, Mike is a veteran programmer with more than 20 years experience of software development, security and cryptography.

Nick Bilogorskiy

Sr. Director at Cyphort

Ex. Chief Malware Expert @ Facebook
Threat Operations at Cyphort

Tatiana Abgarian

Corporate Counsel

Productive, versatile attorney with more than 10 years of international business experience.

Daniel Fadeev

Entrepreneur and Data analyst

Successful entrepreneur
International communications and exhibition organizer

Partners

MicroMoney

Open Source Credit & Big Data Bureau

Chronobank

Protocol for HR / recruitment / finance industries

ICOpromo

Blockchain Technology parther

Hoqu

Decentralized affiliate platform

Wings

Blockchain Crowdfunding parther

Diseus

Enterprise Software Development

Olshansky&Partners

Internet Marketin Agency

StartEngine

US Investment platform

Lemon Digital

Creative agency

SHRM

Fiduciary and administration services

Appleby

Internation Law Firm

Supplemental Documents

All documents are accessible by https://levelnet.co/

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