COLLABORATION AGREEMENT

Between Luis ("A") and Tran ("B")

Effective Date: [Insert Date]

1. Purpose

This Collaboration Agreement ("Agreement") outlines the terms and conditions of the professional

relationship between Luis ("A") and Tran ("B") for engaging in freelance activities, job applications,

payment management, and joint project work.

2. Scope of Collaboration

2.1 Freelancing Accounts

- Responsibilities:

- A shall create and fully verify freelancing accounts and participate in client calls when required.

- B shall handle technical execution, project delivery, purchase of bids, and payment of platform

maintenance fees.

- Profit Sharing:

- Platform fees (approximately 10%) are deducted from total earnings.

- A shall receive 10% to 20% of the net profit (after platform fees).

- B shall receive the remaining profit.

2.2 Applying for U.S. Jobs

- Responsibilities:

- A shall manage all client communications and participate in interviews or onboarding calls.

- B shall apply for jobs, schedule interviews, and provide technical support during calls.

- Profit Sharing After Onboarding:

- A shall receive:

- 30% of the profit for regular involvement.

- 40% of the profit if required to attend daily stand-ups.
- B shall receive the remaining profit.
2.3 Payment Platform or Bank Usage
- If A's payment platform or bank account is used to receive funds, the profit shall be
follows:
- A: 5% to 10% of the total profit.
- B: Remaining profit after A's share.
2.4 Joint Project Work
- For projects where A and B work together equally on tasks and execution:
- Profit will be shared equally.
- A: 50%
- B: 50%
3. General Terms
- Both parties agree to communicate clearly and transparently.
- Any disputes shall be resolved amicably through mutual discussion.
- Modifications to this agreement must be made in writing and signed by both parties.
4. Signatures
By signing below, both parties acknowledge and agree to the terms of this agreement:
Luis ("A")
Signature:
Date:
Tran ("B")
Signature:
Date:

shared as