




what makes a
Problem ?
Solver



be a
Kid



Curiosity

the desire to **explore,**
discover and learn.

be a
Giver



emphathy

the **ability to** put yourself
in someone else's shoes
to understand their
feelings and needs.



be a
Monk



discipline

consistently doing **what**
needs to be done, even
when you don't feel like it.



be a
**Steve
Jobs**





creativity

the ability to generate new
ideas and solutions by
exploring beyond the
obvious.

be a
Super
Hero





trouble

finding the root cause
of a problem and **fixing**
it effectively.

shooting



be a
Commander



coordinating diverse
elements to achieve
a unified outcome.

orchestration

be a
Artisan





articulation

The skill of communicating our thoughts **clearly and effectively** to others.



be a
Racer



timeliness

completing tasks at the
committed or **right time.**

be a
Lady
Justice



unbiased

making decisions
based on facts, not
preconceptions.



A vibrant, stylized illustration of a samurai in traditional armor standing on a dark, rocky outcrop. He holds a long katana, pointing it towards a massive, breathing dragon. The dragon is a bright yellow color with large, glowing red eyes and a wide, toothy mouth. The background is a dramatic, colorful landscape with steep, layered hills in shades of orange, red, and purple, suggesting a sunset or sunrise. The overall style is bold and graphic, with strong contrasts and a rich color palette.

be a
Samurai



courage

the **strength to stand up**
in the face of danger
or doubt.



be a
Magician



sales

inspiring others
to embrace your
ideas by making
their benefits
clear.



what makes a
Designer?