# GARY MI

169 Msgr O'Brien Hwy #607

Cambridge, Ma 02141

(617) 252.3736

e-mail: [gmi@mit.edu](mailto:gmi@mit.edu)

**Education**

1999 ~ 2001 **MIT SLOAN SCHOOL OF MANAGEMENT CAMBRIDGE, MA**

Candidate for MBA, June 2001 with focus on New Product and Venture Development

Executive Producer of MIT eBusiness Awards 2001

1991 ~ 1995 **CARNEGIE MELLON UNIVERSITY PITTSBURGH, PA**

Bachelor of Science in Math and Computer Science

# Experience

Sept. 2000 **MIT eBUSINESS AWARDS 2001** ([www.mitawards.org](http://www.mitawards.org/)) **BOSTON, MA**

April. 2000 *Executive Producer*

MIT eBusiness Awards, the Oscars of eBusiness, is the largest event at Sloan that is entirely organized by students. eBA2000 attracted over 150 industry CEOs and experts in recognizing innovation in eBusiness in seven categories. 2001 is the third time eBA will take place and we are expecting to triple the size and publicity of the event.

* Understanding eBusiness and create the most sought after award ceremony
* Network with industry leaders in creating more value for participants and sponsors
* Leading over 80 students in 7 teams in making the event a reality

May. 2000 **I-GROUP / HOT BANK** ([www.i-group.com](http://www.i-group.com/)) **BOSTON, MA**

Aug. 2000 *Associate*

* Research on fiber optic industry and sourcing early stage deals
* Aid portfolio company in on-line wireless strategy
* Create alliance with academic institutes in licensing technology and creating a business
* Due diligence of incoming business plans

Feb. 1999 **GAMESPY INDUSTRIES** ([www.gamespy.com](http://www.gamespy.com/)) **COSTA MESA, CA**

May. 1999 *Project Manager, Business Development*

In charge of distribution of shareware via OEM and creating alliance with major ISPs

* Initiation of project "GameSpy ISP Alliance" which established partnership with nationwide ISPsto promote on-line music and gaming community
* Negotiated with magazines, web sites and hardware vendors to distribute shareware

Aug. 1996 **GAMNET INTERNATIONAL** ([www.gamnet.com.tw](http://www.gamnet.com.tw/)) **TAIPEI, TAIWAN**

Feb. 1999 *Founder / CEO*Founded GamNet International to market and implement DWANGO, a on-line gaming network in Taiwan. Achievements and responsibilities include:

* Negotiated with Texas based company IVS for exclusive license to implement network service in Taiwan. Awarded contract over local cable company
* Entered into negotiation with SEGA soft of Japan to expand DWANGO network in Taiwan as well as establish DreamCast on-line gaming network
* Conceptualized and executed joint promotional efforts DWANGO Japan
* Established partnership with US and local firms to promote on-line gaming awareness
* Cooperated with local broadband providers to promote quality internet experience

Sept. 1995 **RADIANTECH INC.** ([www.radiatech.com.tw](http://www.radiatech.com.tw/)) **SHINCHU, TAIWAN**

July. 1996 *Sales Manager and Network Administrator*

Managed and coordinated foreign sales effort

* Established communication with foreign customers to increase sales of fiber optic equipment to US and other foreign markets
* Built and established office Internet connection and trained office employees

# Other

* Co-President of Sloan Volleyball and Sloan’s first Scuba Diving Club
* Member of the E52s, Sloan’s first A Capella group
* Languages: Fluent in Chinese, slight experience in Japanese language and culture