



Corona Labs



Corona Labs' mission is to enable anyone to create rich, interactive cross-platform mobile apps. Corona® SDK, our flagship product, is the leading mobile development framework, allowing developers to build mobile apps in just a fraction of the time.

Over 250,000 developers have chosen Corona to develop stunning games, beautiful eBooks, and business apps for iOS, Android, NOOK and Kindle Fire.

• HISTORY & TEAM

Mobile veteran Walter Luh founded Palo Alto-based Corona Labs in 2008. The Corona team consists of leaders from companies including Adobe, Apple, Google, Microsoft and more.

• PRODUCTS

- **Corona SDK** Corona Labs' flagship product, Corona SDK is the leading cross-platform framework for building rich mobile experiences. From games to eBooks to business apps, Corona is unmatched in giving developers the ability to create high quality content quickly and easily. **Corona SDK Starter** is a free development solution that allows developers to publish to major app markets without paying a cent.
- **Corona Enterprise** Released in 2012, Corona Enterprise builds on the strengths of Corona SDK and enables developers to call any native Objective-C or Java library from within their Corona apps.

• CUSTOMERS & APPS

More than 25,000 Corona-powered apps and games are active in app stores worldwide, ranging from blockbusters including Major Magnet, The Lost City, Blast Monkeys and Freezel, to those built for Hollywood releases. Recent examples include the official app for *Dr. Seuss's The Lorax* and *Dolphin Tale's Fling A Fish* built by NBC Universal and Warner Bros respectively.

• FUNDING

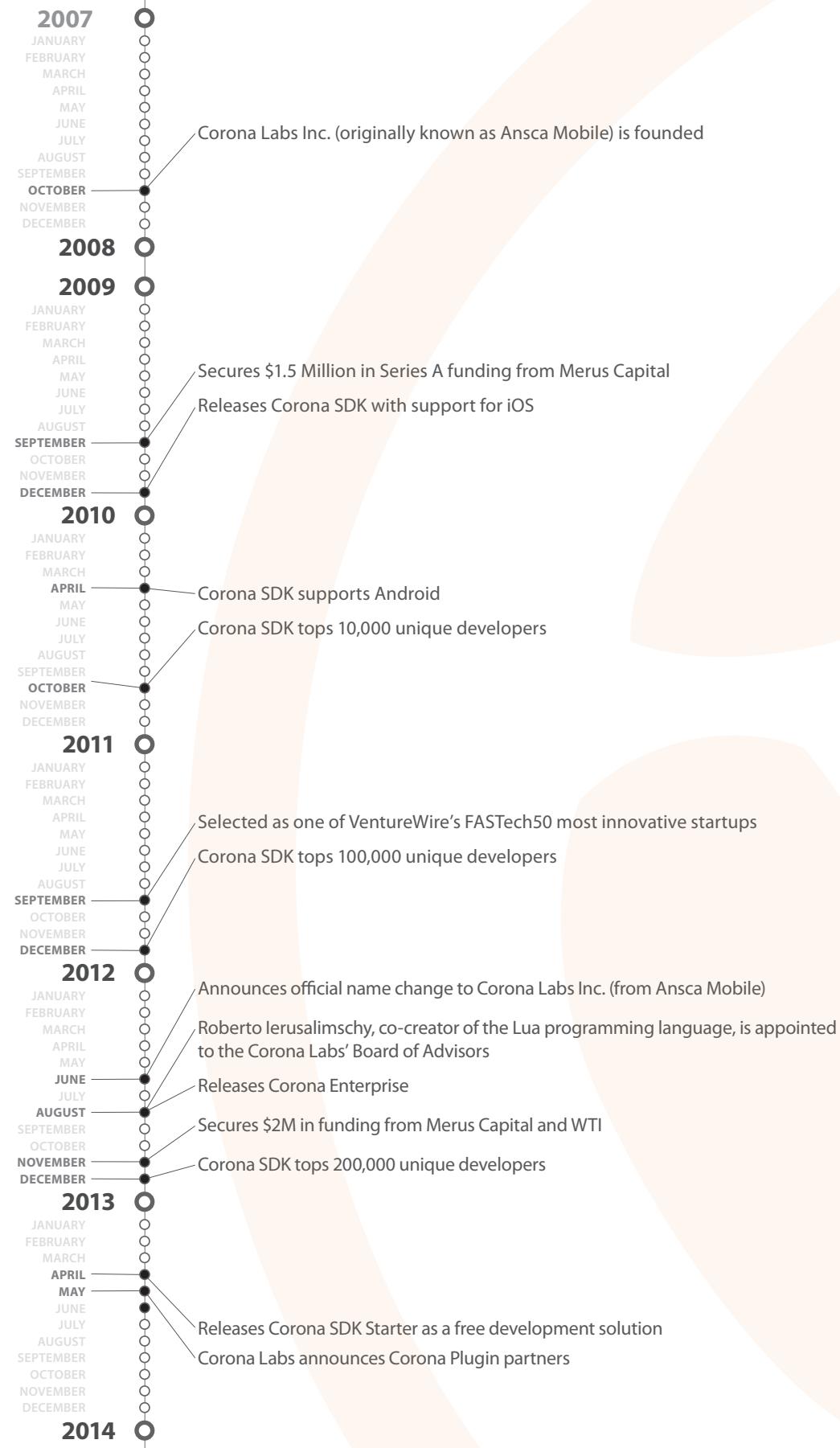
Corona Labs raised \$1.5 Million in Series A funding from Merus Capital in September 2009, and secured \$2M from Merus Capital and WTI in November 2012. The company has achieved global traction with a very limited amount of capital.

- For more information, please contact → *Inna Treyger* at pr@coronalabs.com



COMPANY TIMELINE/MILESTONES





COMPANY OVERVIEW