# **STEVE JOBS**

## **Thinking different**



## **MISSION**

To rejoin Apple and take all I've learned in the 11 years since I left to save the company and turn it into something remarkable

## ENTREPRENEURIAL EXPERIENCE

### CEO

#### **Pixar**

# 1986 - Ongoing 

- Turned a small division of Lucasfilm into a powerhouse studio
- Led the company while it created the groundbreaking film Toy Story

#### **CFO**

#### **NeXT**

## 1985 - Ongoing Redwood City, CA

- Led the creation of the revolutionary Unix-based NeXTSTEP OS
- · Created computers that were five years ahead of their time

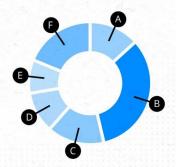
### Co-Founder

#### **Apple**

1976 - 1985 Value Los Altos and Cupertino, CA

- · Built Apple into the second biggest manufacturer of small computers
- Pushed the company towards the future of computing with technologies like GUI, the mouse, and fanless designs
- Led one of the most successful IPOs of all time, gaining 32% in value and creating 40 millionaires on the first day

## **MY TIME**



- Meditation
- Obsessing over design
- Thinking about the next "one more thing"
- Fasting and trying out diets
- Checking out what Xerox PARC is up to these days
- Taking long walks

## **STRUGGLES I LEARNED FROM**

### Dropping out of college

**1972** 

I dropped out of a college my parents couldn't afford but discovered I could learn in other ways

## Launching failed products

**1978 - 1985** 

The Lisa and Macintosh taught me the danger of releasing technically advanced products that are essentially still prototypes and don't adequately solve user needs

### Failing to identify a customer

**1987 - 1993** 

We never figured out who the customer was for the NeXT computer because I didn't adequately learn the lessons of Lisa and Macintosh

## MOST PROUD OF



### Becoming an autodidact

I've never stopped teaching myself



### Persevering

Nothing has stopped me from pursuing my passion for building better products



### **Saving NeXT**

After NeXT failed to find its market, I sold the company and its technology to Apple, turning a defeat into a victory



### **Letting Pixar find itself**

Even when my dream to turn it into a hardware company failed, I gave it space to create Toy Story and ultimately, the entire computer animated film industry