Monstarlab ：：

FY2023 1Q Investor Presentation Material

Monstarlab Holdings, Inc (Securities Code: 5255)

May 15, 2023

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2. **FY2023 1Q Results**

3. **Growth Strategy**

   · Organic growth through cultivating large customers

   · M&A in regions that are sources of growth

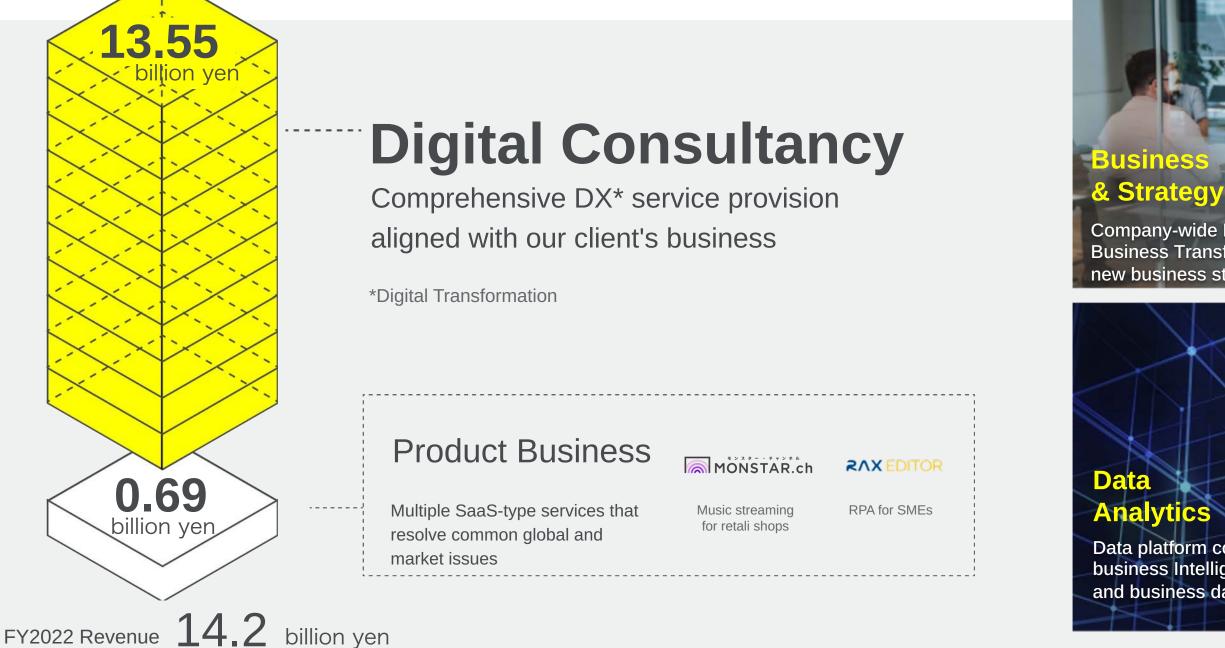   · Strengthening talent growth and operations to support high growth

Mission

Empower talent everywhere to engineer awesome products, services and ecosystems; building a brighter world for us all

Business

**Monstarlab is a digital consulting firm driving our clients' innovation
and digital transformation by leveraging talent all over the world**

While focusing on digital consulting for major companies, Monstarlab also develops SaaS-type products to address common market issues

13.55
billion yen

Digital Consultancy

Comprehensive DX* service provision aligned with our client's business

*Digital Transformation

0.69
billion yen

Product Business

MONSTAR.ch   RAX EDITOR

Multiple SaaS-type services that resolve common global and market issues

Music streaming for retali shops   RPA for SMEs

FY2022 Revenue **14.2** billion yen

Business & Strategy

Company-wide DX Strategy
Business Transformation Strategy
new business strategy

Experience Design

Business Design
Service Design
UX/UI Design

Data Analytics

Data platform construction,
business Intelligence, product
and business data analysis

Technology & Development

AI, AR/VR, IoT
apps, web,
system Integration

Notes : DX stands for digital transformation. Most of the digital consultancy business is time and material-based work (clients are billed based on a fixed rate per hour for human resources who provide services and the number of hours worked).

Aiming to **solve our clients' management issues** by leveraging comprehensive capabilities such as strategy formulation, system development, data analysis, and process optimization

Business & Strategy

How can we transform our business model by leveraging digital? We're not generating new business…

Experience Design

What's the best service for our users? What sort of customer experience should we be offering?

Client

Data Analytics

We have lots of data and know it has the potential to strengthen our business but we don't know how to use it…

Technology & Development

We know that internal processes can be optimized with the latest technology, but we don't have the in-house expertise…

By accompanying Try in various IT initiatives,
Monstarlab helped it transform its business

MVP	Try IT	My Try Course

The MVP was designed with Youtube's UI in mind, leveraging its familiarity for students. Monstarlab proposed and implemented a chapter function to improve learning efficiency.

We designed infrastructure that can respond to sudden spikes in access before midterm/final exams and also implemented SEO that covers a wide range of terms in the textbooks.

When launching a new course in 2017, we collaborated with the classroom tutors to design suitable routes for video lessons and plan the time allocation for the course.

The result: As a leading ed-tech company, Try succeeded in acquiring a corporate valuation of over 110 billion yen
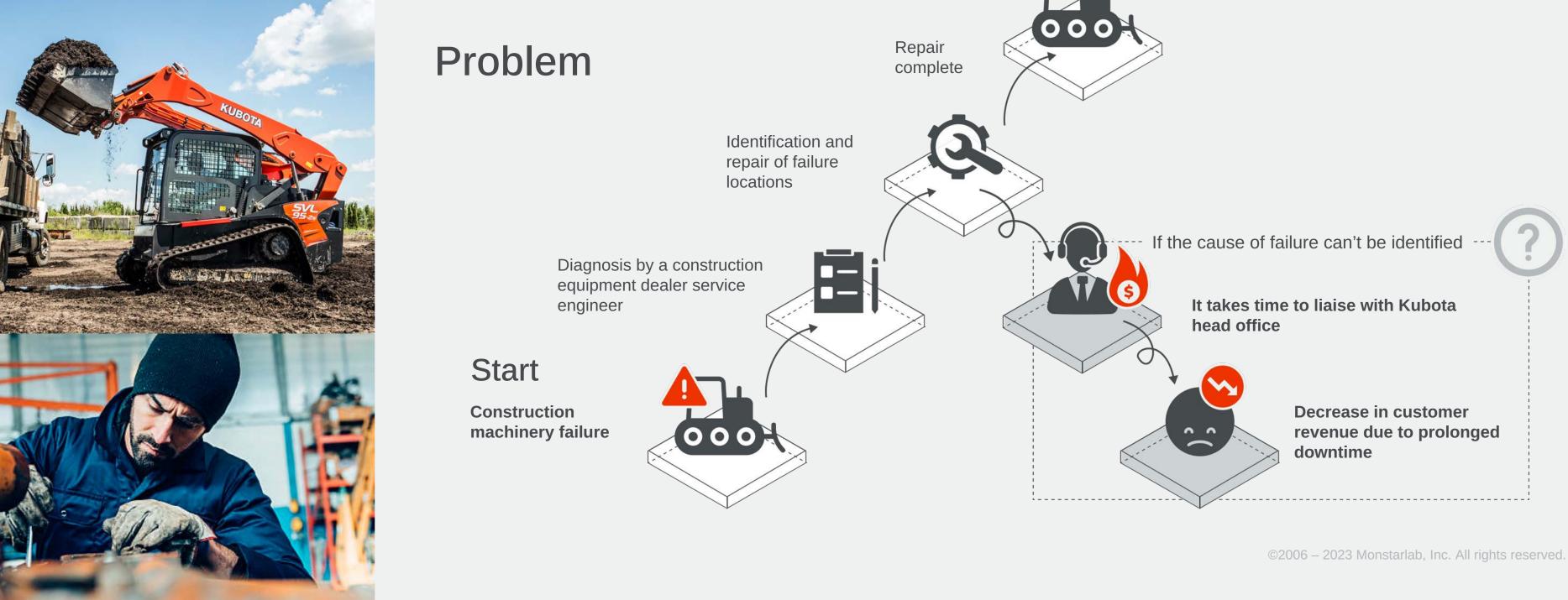
Number of user

over **1.5M**

Number of Youtube channel subscriber

over **0.6M**

Corporate Valuation

110 **Billion Yen**

(as of October 2021)

" The appeal of Try is that... it has established a system where one-to-one **tutoring can be taken online anywhere**, and has made **successful digital investments**, such as linking it to the free video tuition service Try IT. "

Yukinori Sukeyama, Partner, Japan Co-Chairman, Representative Director, CVC Asia Pacific Japan

Try IT is **super easy to understand!** Check it out!

Try IT's videos are **100 times easier to understand** than printouts!

Try IT helped me with history, geography and even math.

Notes: Comments were selected from comments solicited by Try IT on Twitter in 2017. The number of users is as of December 2022.
Source: Nikkei (October 11, 2021), MARR
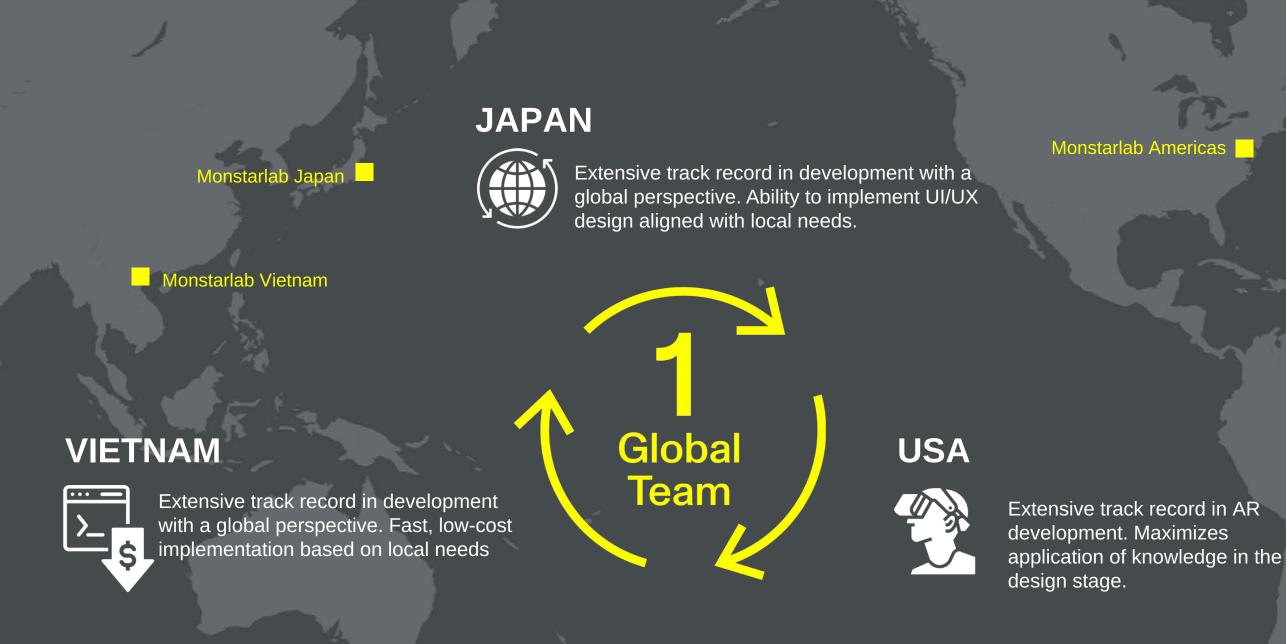
In Kubota's business, the effectiveness of repairs is directly linked to profitability. Improving the quality of repair services using digital capabilities was a key issue.
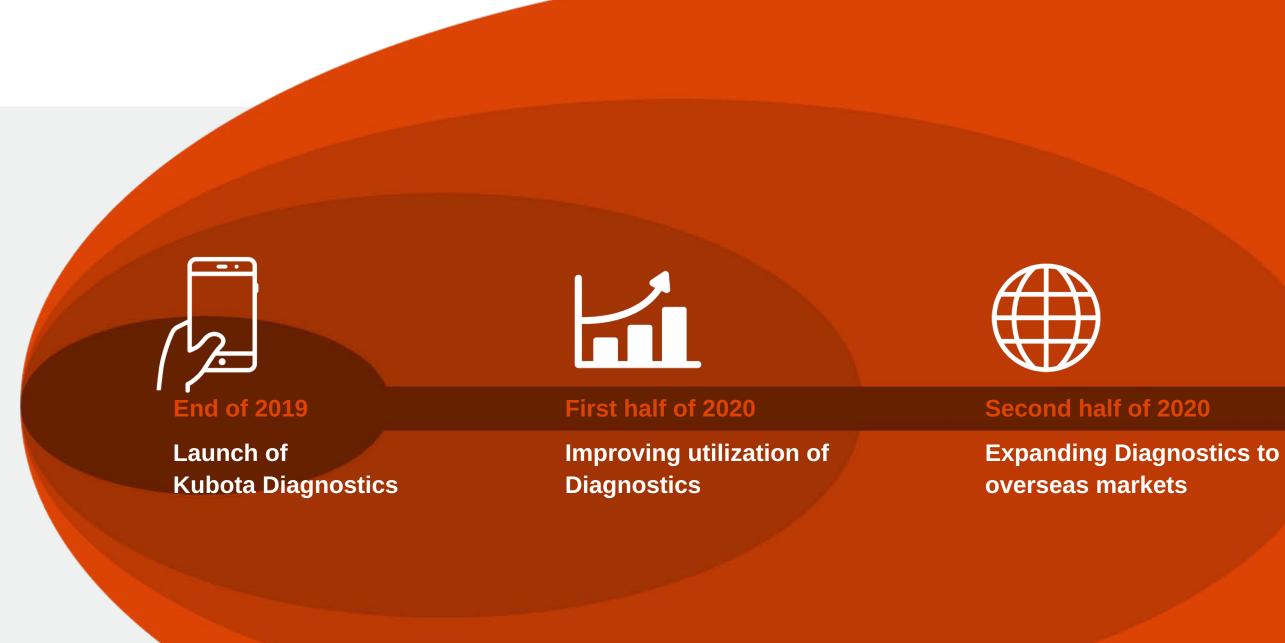

Problem

Repair complete

Identification and repair of failure locations

If the cause of failure can't be identified

Diagnosis by a construction equipment dealer service engineer

It takes time to liaise with Kubota head office

Start

Construction machinery failure

Decrease in customer revenue due to prolonged downtime

By consolidating our global areas of expertise, we successfully developed a high-quality app aligned with local needs, Kubota Diagnostics, in just 6 months

Kubota

JAPAN

Monstarlab Japan ■

Extensive track record in development with a global perspective. Ability to implement UI/UX design aligned with local needs.

■ Monstarlab Vietnam

Monstarlab Americas ■

1
Global Team

VIETNAM

Extensive track record in development with a global perspective. Fast, low-cost implementation based on local needs

USA

Extensive track record in AR development. Maximizes application of knowledge in the design stage.

Labor was saved in the diagnostic process by leveraging AR. The diagnostic process was also improved by using collected data.

Building on the success of Kubota Diagnostics, we continue to support Kubota in addressing their business challenges
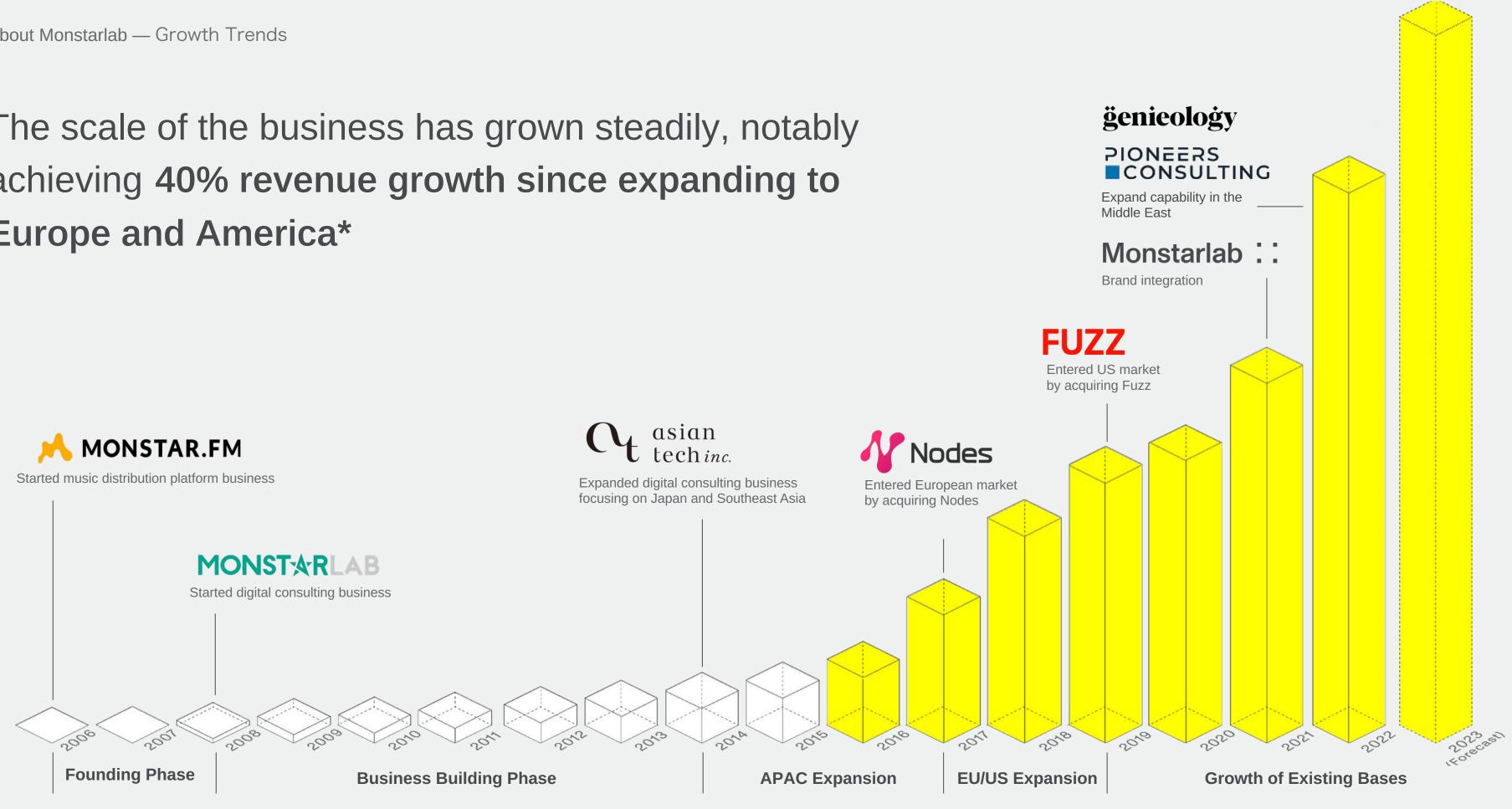

End of 2019

Launch of Kubota Diagnostics

First half of 2020

Improving utilization of Diagnostics

Second half of 2020

Expanding Diagnostics to overseas markets

2021

Expansion from construction to agricultural equipment
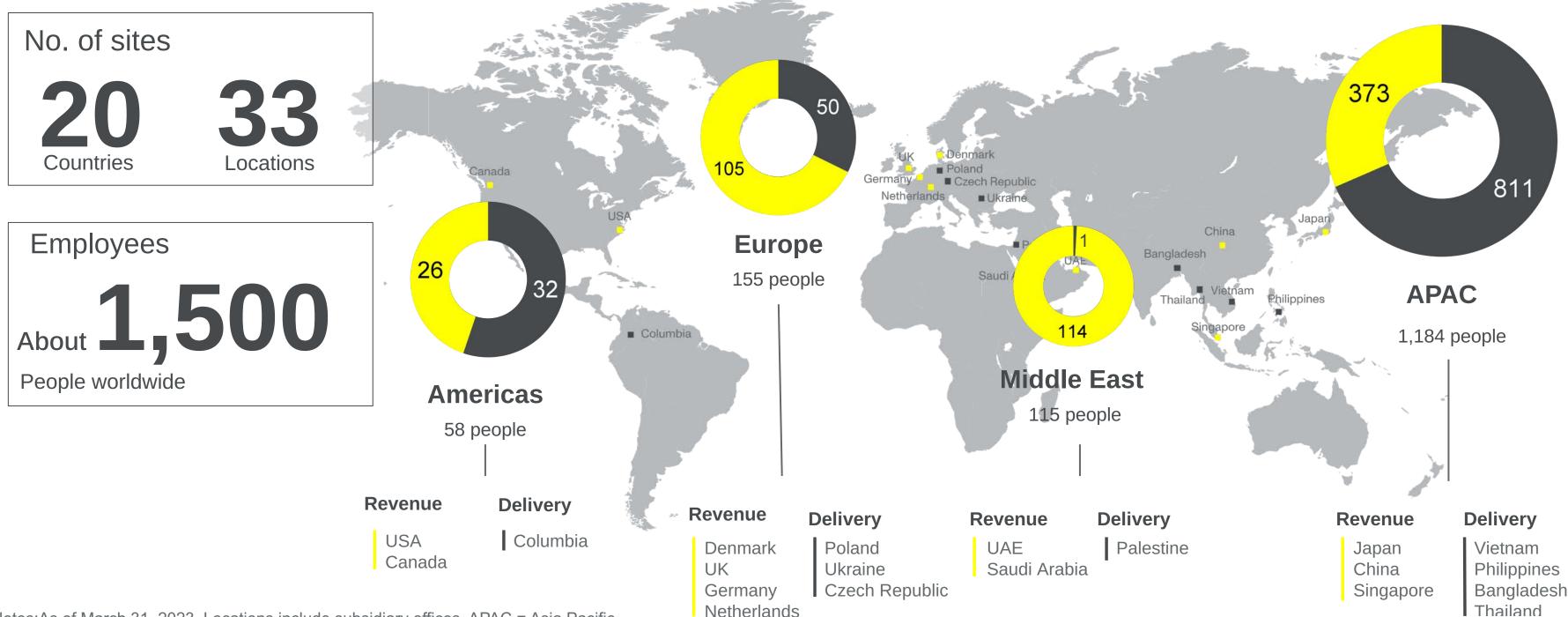
The scale of the business has grown steadily, notably achieving **40% revenue growth since expanding to Europe and America***

genieology

PIONEERS CONSULTING

Expand capability in the Middle East

Monstarlab ：：

Brand integration

FUZZ

Entered US market by acquiring Fuzz

MONSTAR.FM

Started music distribution platform business

asian tech *inc.*

Expanded digital consulting business focusing on Japan and Southeast Asia

Nodes

Entered European market by acquiring Nodes

MONSTARLAB

Started digital consulting business

2006 2007 2008 2009 2010 2011 2012 2013 2014 2015 2016 2017 2018 2019 2020 2021 2022 2023 (Forecast)

Founding Phase **Business Building Phase** **APAC Expansion** **EU/US Expansion** **Growth of Existing Bases**

Note: After European and U.S. expansion = 2016-2022; 2023 is excluded from annual growth because it is a forecasted performance figure

Our organization of 1,500 people globally comprises Revenue Centers (mainly in Japan, W. Europe, and USA) and Delivery Centers (mainly in S.E. Asia, E. Europe, and S. America)

No. of sites

20 Countries

33 Locations

Employees

About **1,500**

People worldwide

Americas

58 people

Revenue	Delivery
USA	Columbia
Canada	

26 / 32

Europe

155 people

Revenue	Delivery
Denmark	Poland
UK	Ukraine
Germany	Czech Republic
Netherlands	

105 / 50

Middle East

115 people

Revenue	Delivery
UAE	Palestine
Saudi Arabia	

114 / 1

APAC

1,184 people

Revenue	Delivery
Japan	Vietnam
China	Philippines
Singapore	Bangladesh
	Thailand

373 / 811

Notes: As of March 31, 2023. Locations include subsidiary offices. APAC = Asia Pacific

We have established a **borderless, diverse** governance and executive structure

Board of Directors

Hiroki Inagawa
Group CEO

Yoshihiro Nakahara
CFO/Director

Masahiko Matsunaga
Director

Mark Jones
EVP/Managing Director

Toshihito Nagai
External Director

Chiamin Lai
External Director

Group Leadership

Hiroshi Osada
CIOO/EVP

Michael Rendell
Head of P&C

Roger Lakhani
Head of Group Finance

Takuya Yamaguchi
Head of CEO Office

Sara Bastholm
Head of Corporate Branding & Communications
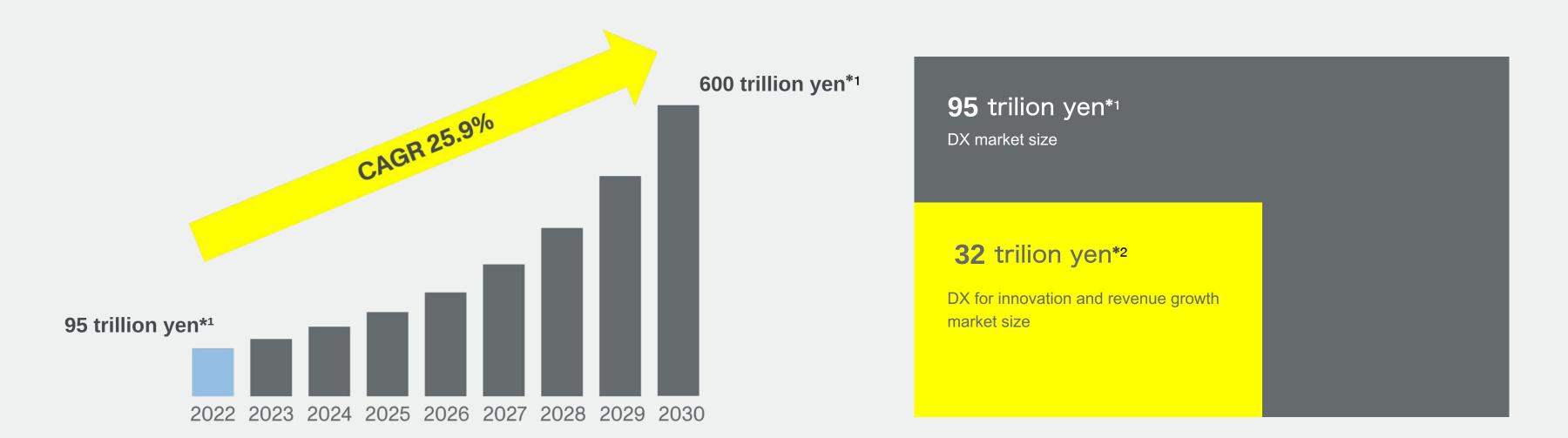
Sumito Suzuki
Head of Legal

Business leadership

Kiyotaka Izumi
Director of Monstarlab, Inc.

Tomoyuki Uno
Managing Executive Officer of Monstarlab, Inc.

Hiromitsu Kohinata
Managing Executive Officer of Monstarlab, Inc.

Daisuke Hirata
CTO of Japan+/Managing Executive Officer of Monstarlab, Inc.

Calvin Hart
Experience Lead of International Markets

Paul Klinkhamer
Strategy Lead of International Markets

Steffen Sommer
CTO of International Markets

Note : Flags indicate country of residence

The DX market is growing rapidly at a pace of over 20% per year.
Within this, the DX market for innovation and revenue growth is a major global market of around 32 trillion yen

600 trillion yen*1

CAGR 25.9%

95 trillion yen*1

2022 2023 2024 2025 2026 2027 2028 2029 2030

95 trilion yen*1
DX market size

32 trilion yen*2
DX for innovation and revenue growth market size
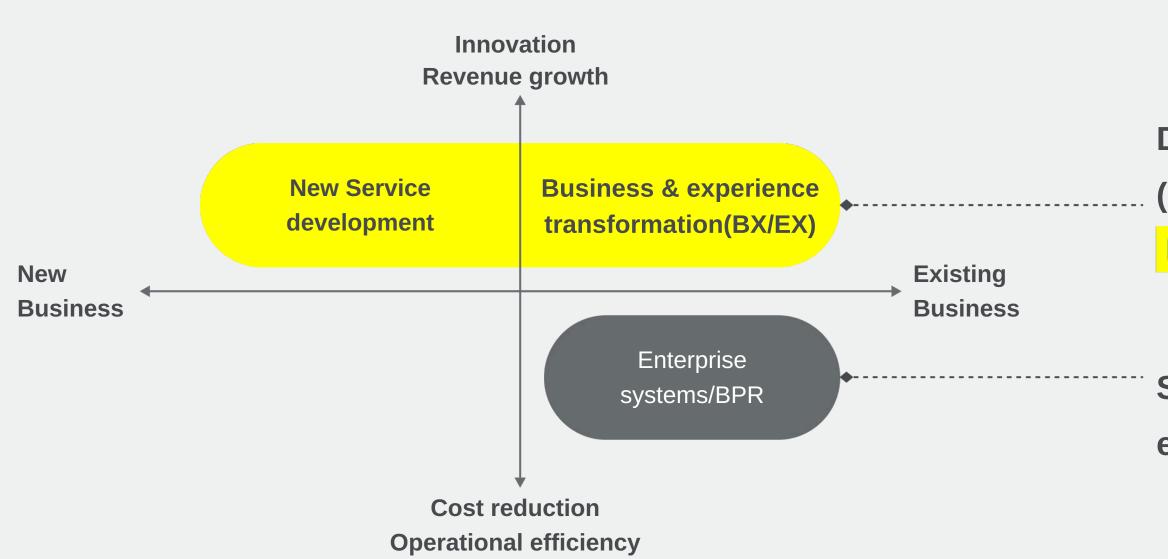
Source:
*1 Grand View Research, "Digital Transformation Market Size, Share & Trends Analysis Report, 2022 - 2030" (Calculated based on USD = 130 JPY).
*2 Calculated by Monstarlab. (Based on the figure in the "Corporate IT Trends Survey Report 2022" by the Japan Information System Users Association, which states that "the target ratio for value-enhancement is 34.4% of the IT budget." The DX for innovation and revenue growth market size was therefore calculated as representing 34.4% of the DX market.)
The market size is based on publicly available data. Since the scope of statistical research has certain limitations and calculations are based on estimates, including the use of past trends, the estimated market sizes may differ from actual figures.

Our areas of expertise are in digital transformation for **innovation** and **revenue growth,**
such as **new service development** and **business & experience transformation**

Innovation
Revenue growth

New Service development

Business & experience transformation(BX/EX)

New Business

Existing Business

Enterprise systems/BPR

Cost reduction
Operational efficiency

Digital consulting firms' (Monstarlab's) areas of expertise

Monstarlab：：

Slers' and Consulting firms' areas of expertise

Notes:Firms providing consulting services specializing in digital strategy, experience design, technology, data analysis, etc. The categorization of companies is based on Monstarlab's analysis.

Monstarlab is a **rare company** that combines **innovation & co-creation, enterprise-scale services** and **one global team**

Innovation & co-creation

- Agile DX
- Advanced technology (AI, AR, IoT)

Local digital consulting firms

- Domestic project focus
- Front-end products only

Global service

- Service for international clients
- Advanced global case studies

Monstarlab

Enterprise-scale

- Large-scale development
- Core system integration

Global consulting firms

SIers

- Focus on project delivery
- Mainly traditional approach and technologies

*Trend viewed from Monstarlab's perspective.

We pursue growth by viewing **APAC and the Middle East as regions that are sources of growth** and leveraging advanced expertise from Europe and the Americas

APAC & Middle East

Source of growth

Amplifier Effect

Time Machine Effect

Source of Expertise

Europe & Americas

Amplifier Effect

・Using specialized knowledge developed in expertise regions to win a large number of projects in growth regions
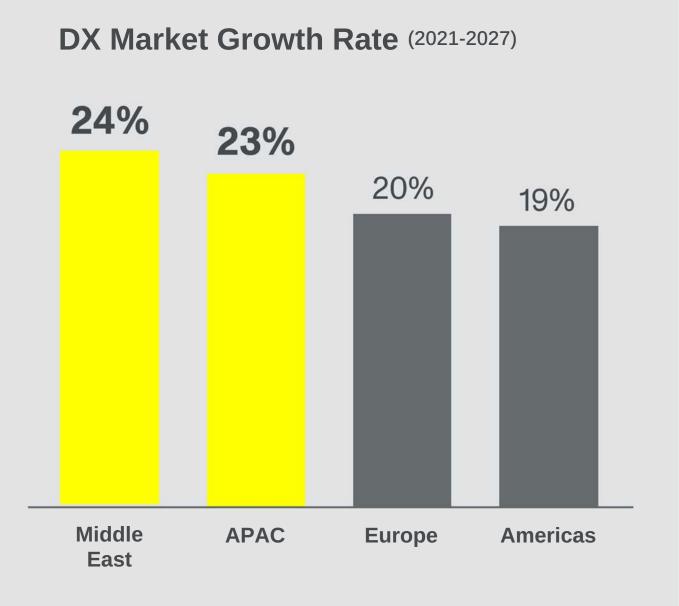
・Proactively creating large-scale flagship projects

・Flowing experience with major projects back to Europe & Americas

Time Machine Effect

・Developing advanced project experience and technical capabilities in leading DX consulting regions

・Proactively creating cutting-edge flagship projects

・Transferring advanced experience and cases to main growth areas

APAC = Asia Pacific region, Americas = North and South America

Mid-to long-term growth is expected in the Middle East and APAC based on **macro-economic trends**

DX Market Growth Rate (2021-2027)

24% Middle East
23% APAC
20% Europe
19% Americas

Middle East
Ongoing government-led large-scale investment aimed at becoming cutting-edge global region

■ **Metaverse Strategy (UAE)**
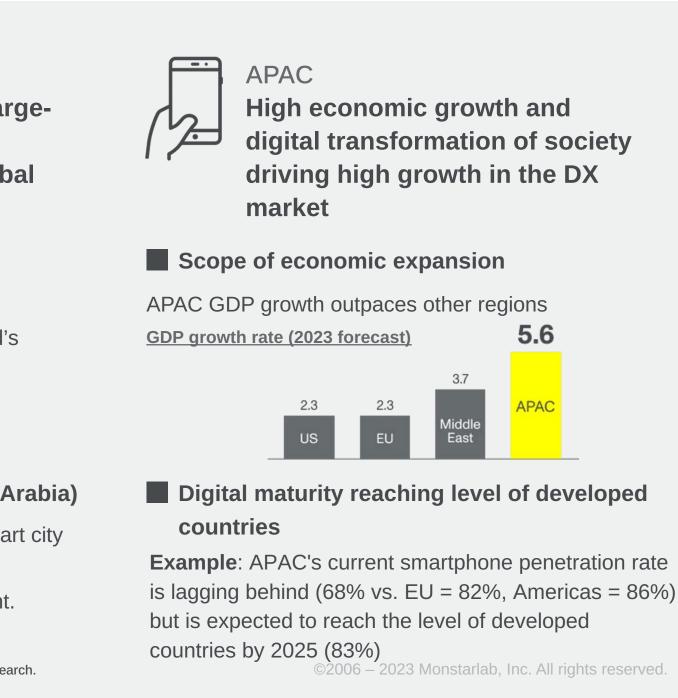
Focused investment in the Metaverse and related areas aimed at making Dubai the world's leading city in this field over the 5-year period starting 2022.

■ **Investment in advanced areas (Saudi Arabia)**

Focused investment in the massive NEOM smart city project, blockchain companies, and advanced telecommunications infrastructure development.

APAC
High economic growth and digital transformation of society driving high growth in the DX market

■ **Scope of economic expansion**

APAC GDP growth outpaces other regions

GDP growth rate (2023 forecast)

5.6 APAC
3.7 Middle East
2.3 US
2.3 EU

■ **Digital maturity reaching level of developed countries**

Example: APAC's current smartphone penetration rate is lagging behind (68% vs. EU = 82%, Americas = 86%) but is expected to reach the level of developed countries by 2025 (83%)

▪ ▪ *Middle East for the DX market growth rate refers to UAE and Saudi Arabia.
▪ ▪ Source: Global Digital Transformation Market Report (2021, KBV Research) for DX market growth rate, IMF for GDP growth rate, Statista for smartphone penetration rate, literature search.
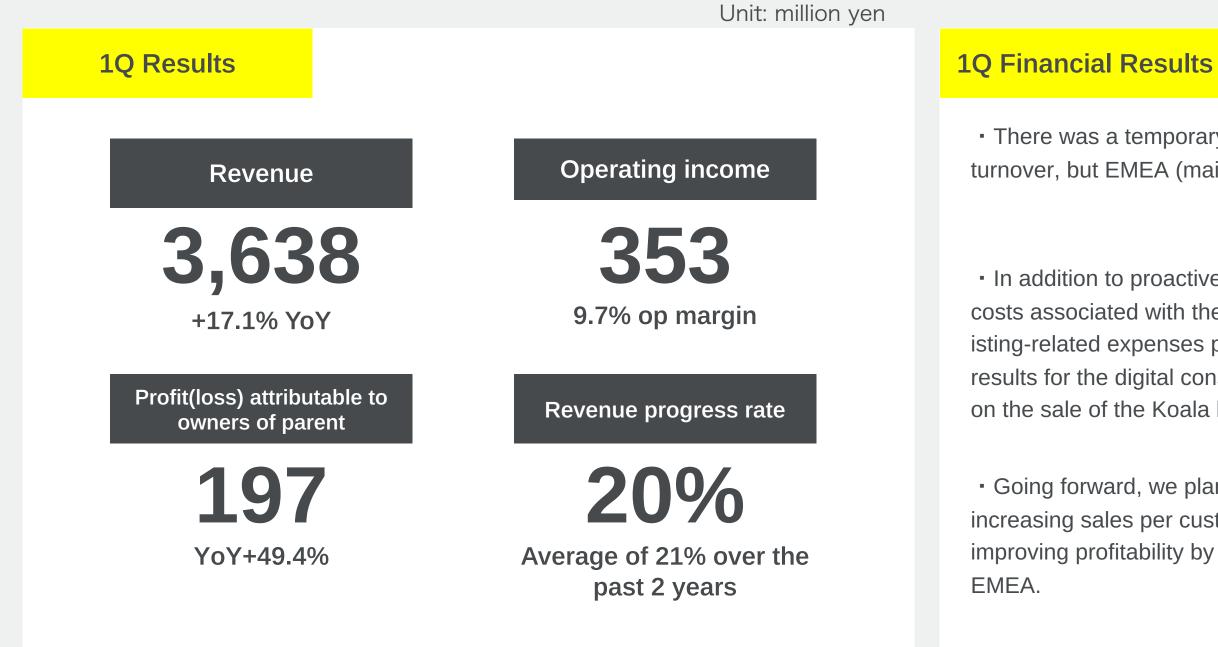
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   ・ Organic growth through cultivating large customers

   ・ M&A in regions that are sources of growth

   ・ Strengthening talent growth and operations to support high growth

Executive Summary

Unit: million yen

1Q Results

Revenue

3,638

+17.1% YoY

Operating income

353

9.7% op margin

Profit(loss) attributable to owners of parent

197

YoY+49.4%

Revenue progress rate

20%

Average of 21% over the past 2 years

1Q Financial Results

・There was a temporary decline in revenue in APAC (mainly Japan) due to project turnover, but EMEA (mainly the Middle East) drove revenue growth.

・In addition to proactive investment to enable growth, one-time costs such as costs associated with the switch from outsourced suppliers to employees and l isting-related expenses put pressure on profit, resulting in lower than expected results for the digital consultancy business, but the contribution from the gain on the sale of the Koala business helped the results land in the black.

・Going forward, we plan to steadily transition to a profit-creation phase by increasing sales per customer for newly acquired projects in APAC and improving profitability by switching from outsourced suppliers to employees in EMEA.

Revenue grew 17% YoY and operating profit was in the black

Revenue: +17% YoY due to growth in EMEA, despite temporary sales decline in APAC.
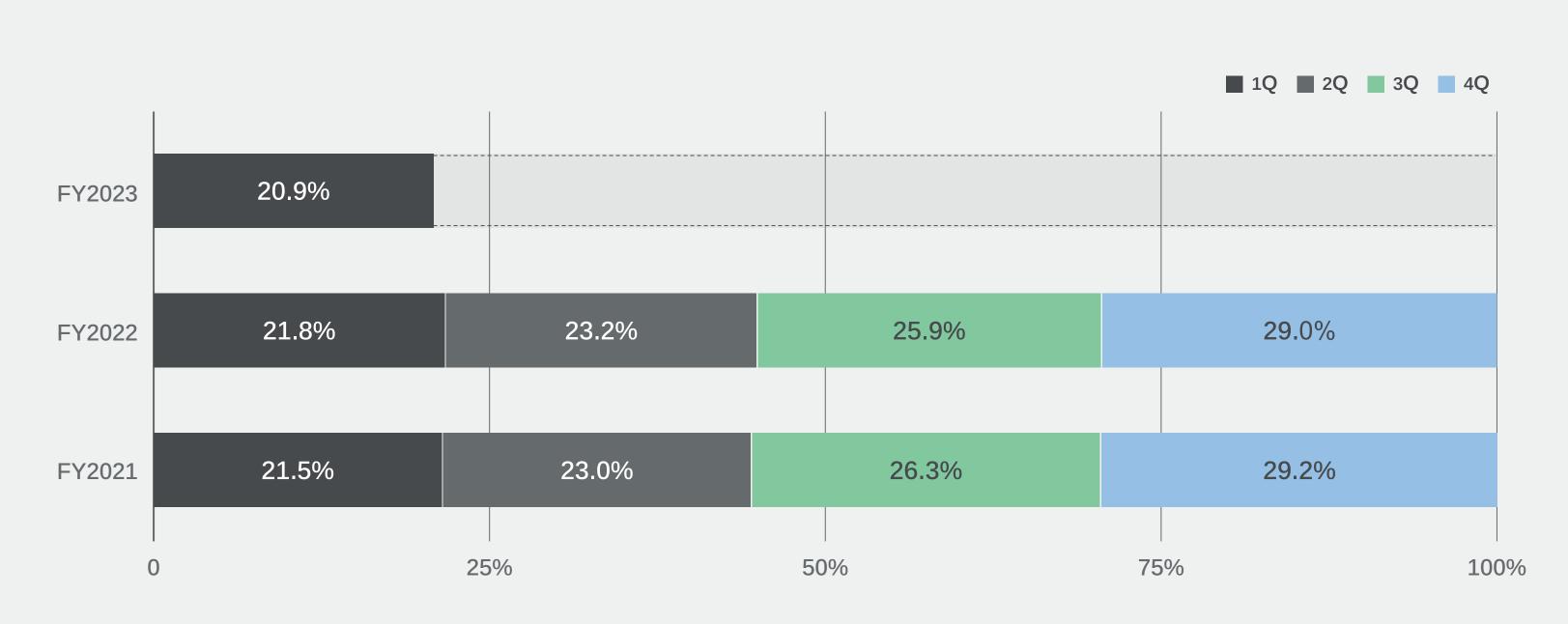
Cost of sales: Increased due to proactive investment in recruitment and a temporary cost increase due to switching from outsourced suppliers to employees.

SG&A: Temporary increase due to listing-related expenses and expenses related to the sale of the Koala business.

Operating profit: In the black due to the contribution from the sale of the Koala business.

Unit: mllion yen

	FY2022 1Q	FY2023 1Q	Change	Percentage Change	Full Year Earnings Forecast	Rate of Progress
Revenue	3,107	3,638	+530	+17.1%	17,441	20.9%
Cost of sales	2,003	2,553	+550	+27.5%	-	-
Gross profit (Percentage)	1,104 (35.5%)	1,084 (29.8%)	-19 (-5.7pt)	-1.8%.	-	-
Selling, general,and administrative expenses	1,121	1,470	+349	+31.2%	-	-
Operating profit(loss) (Percentage)	-7 (-0.2%)	353 (9.7%)	+360	-	1,468 (8.4%)	24.1%
Profit(loss)before income tax (Percentage)	200 (6.4%)	251 (6.9%)	+51	+25.4%	1,388 (7.9%)	18.1%
Profit(loss)attributable to owners of parent (Percentage)	131 (4.2%)	197 (5.4%)	+65	+49.4%	883 (5.0%)	22.3%
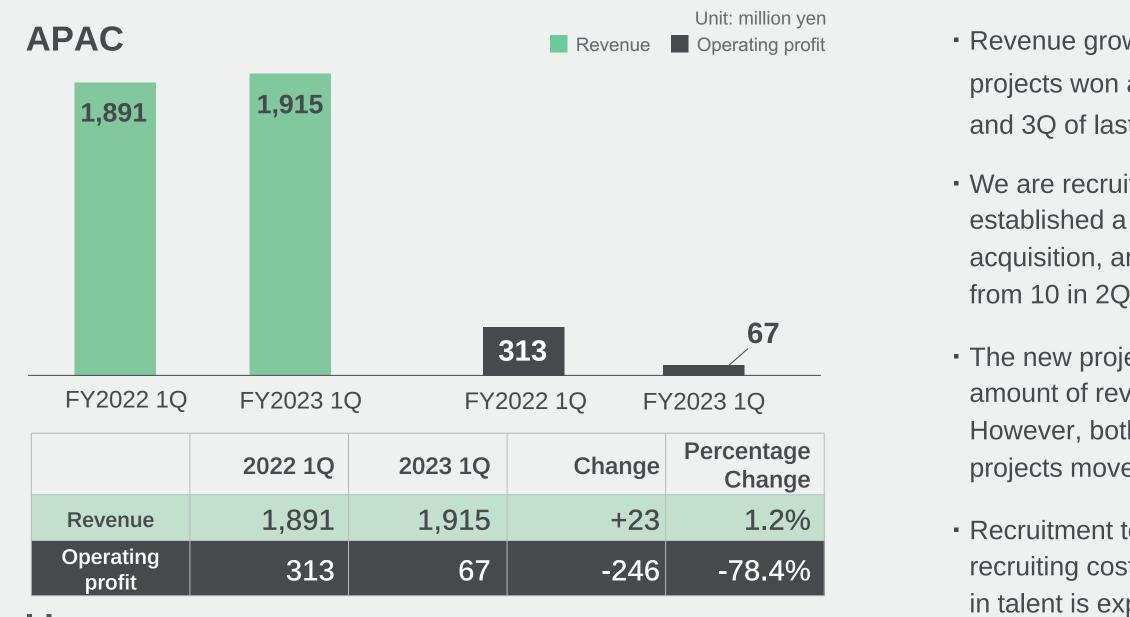
Progress against full-year revenue forecast is comparable to previous years

■ 1Q   ■ 2Q   ■ 3Q   ■ 4Q

	1Q	2Q	3Q	4Q
FY2023	20.9%			
FY2022	21.8%	23.2%	25.9%	29.0%
FY2021	21.5%	23.0%	26.3%	29.2%

0   25%   50%   75%   100%

APAC: Revenue slowed due to one-time factors, but revenue and profit are expected to increase in the second half of the year

APAC

Unit: million yen

■ Revenue ■ Operating profit

	2022 1Q	2023 1Q	Change	Percentage Change
Revenue	1,891	1,915	+23	1.2%
Operating profit	313	67	-246	-78.4%

- Revenue growth slowed due to a decrease in the number of new projects won as a result of consultants focusing on project delivery in 2Q and 3Q of last year and project turnover in the current fiscal year.

- We are recruiting at twice the pace of last year and have already established a system that enables consultants to work on new project acquisition, and as of 1Q, we had acquired 16 new projects, up 60% from 10 in 2Q and 3Q last year.
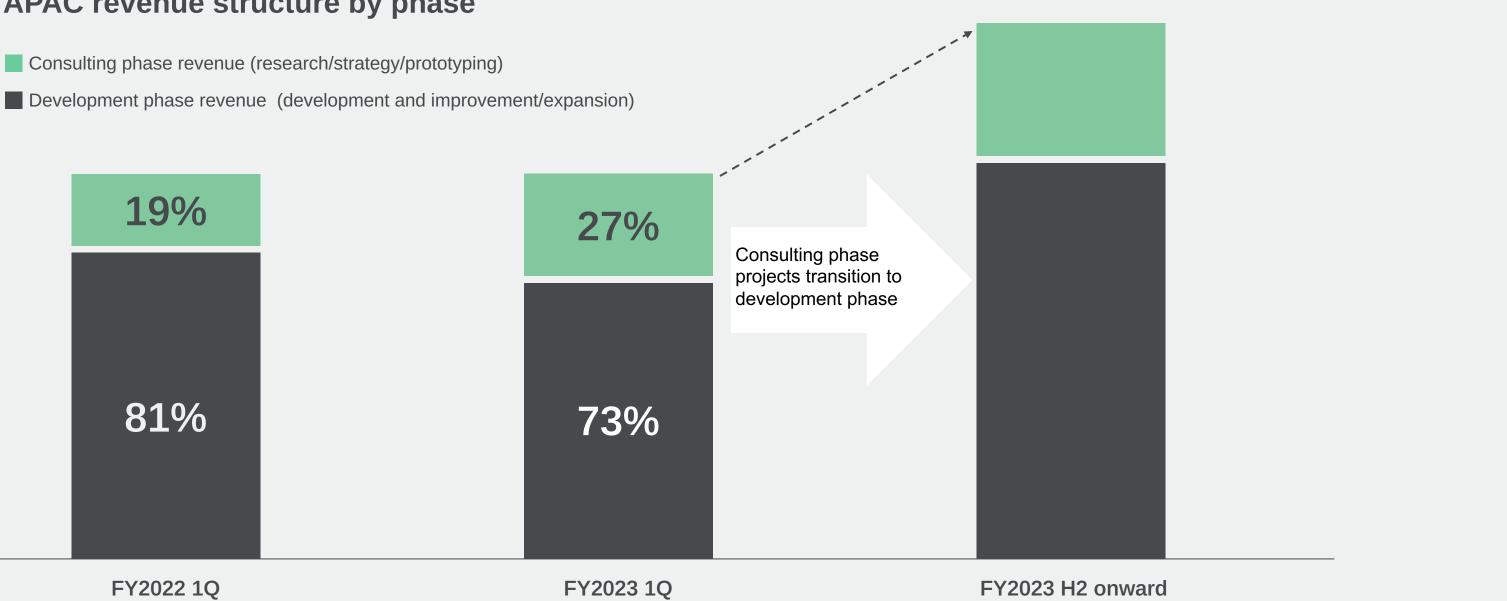
- The new projects have not yet reached the development phase and the amount of revenue is small, so their contribution to revenue is limited. However, both revenue and profit are expected to improve as these projects move into the development phase through 2Q and 3Q.

- Recruitment to enable further revenue growth is ongoing, and talent and recruiting costs are currently putting pressure on profit, but this increase in talent is expected to contribute to higher revenue and profit in the second half of the year.
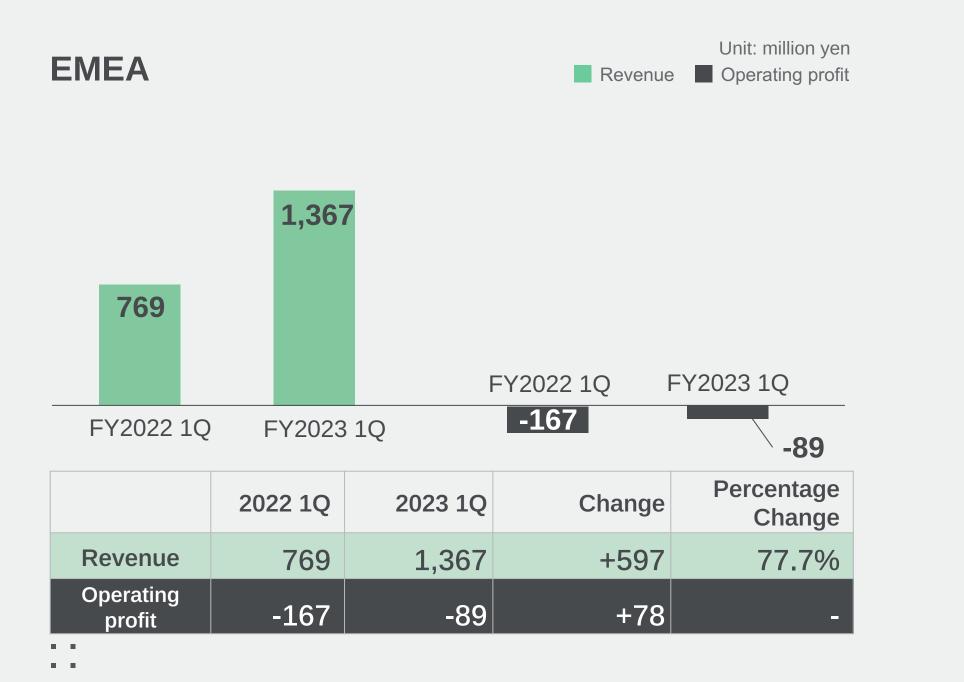
APAC revenue is expected to increase as projects transition from the consulting phase to the development phase

APAC revenue structure by phase

■ Consulting phase revenue (research/strategy/prototyping)

■ Development phase revenue (development and improvement/expansion)

Consulting phase projects transition to development phase

	19%	27%	
	81%	73%	
	FY2022 1Q	**FY2023 1Q**	**FY2023 H2 onward**

EMEA: Increased competitive advantage through M&A last year and succeeded in acquiring and developing large customers, leading to +77% YoY sales growth

EMEA

Unit: million yen

■ Revenue ■ Operating profit

	2022 1Q	2023 1Q	Change	Percentage Change
Revenue	769	1,367	+597	77.7%
Operating profit	-167	-89	+78	-

・Achieved significant revenue growth of +77% YoY due to expansion of existing clients, acquisition of strategy area projects, and large government projects. The four service lines (strategy, design, development, and data analysis), which were rolled out in an agile manner as a result of M&A last year, made a significant contribution to client acquisitions.

・On the other hand, as originally planned, presales and proactive investments to enable revenue growth continued, and a temporary changeover cost was incurred due to the switch from outsourced suppliers to employees, resulting in an operating profit margin of -6.5%.

・Although there has been an increase in costs since the beginning of the fiscal year due to annual salary raises, the company's operations are designed so that the sales price per person rate would exceed the salary increase rate when new contracts are signed or renewed, so revenue and profit will improve in the second half of the fiscal year.

AMER : Although revenue and profit decreased temporarily, they are expected to improve in the second half of the year

AMER

Unit: million yen

■ Revenue ■ Operating profit

263 — FY2022 1Q
233 — FY2023 1Q
30 — FY2022 1Q
-47 — FY2023 1Q

	2022 1Q	2023 1Q	Change	Percentage Change
Revenue	263	233	-29	-11.4%
Operating profit	30	-47	-77	-

· In part due to the recession in the U.S. market, both revenue and profit decreased. Progress is being made in acquiring new projects, and projects currently in the pipeline will move into the development phase in the second half of the fiscal year.

· As in EMEA, the company has been incurring cost increases due to annual salary raises since the beginning of the fiscal year, but profitability will improve in the second half of the year, since the sales price per person rate would exceed the salary increase rate when outsourcing contracts are signed or renewed.

The current ratio is above 100%, ensuring a margin of security

— Current ratio : Current assets/Current liabilities = 133%

Unit: million yen

	2022 4Q	2023 1Q	Change	Percentage Change
Current assets	7,063	7,437	+374	+5.3%
Cash and cash equivalents	2,773	3,259	+486	+17.5%
Non-current assets	5,858	7,022	+1,163	+19.9%
Total assets	12,921	14,459	+1,538	+11.9%
Current liabilities	5,498	5,580	+82	+1.5%
Non-Current liabilities	3,330	3,221	-109	-3.3%
Equity	4,092	5,657	+1,565	+38.2%
Total liabilities and equity	12,921	14,459	+1,538	+11.9%

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Future growth strategy comprised of **three pillars**

3 **Strengthening talents and operations to support high growth**

Human resources strategy leveraging M&A and partnerships
Continued investment in global **operations platform** (profit/loss management system, knowledge-sharing system, etc.)

2 **M&A in regions that are sources of growth**
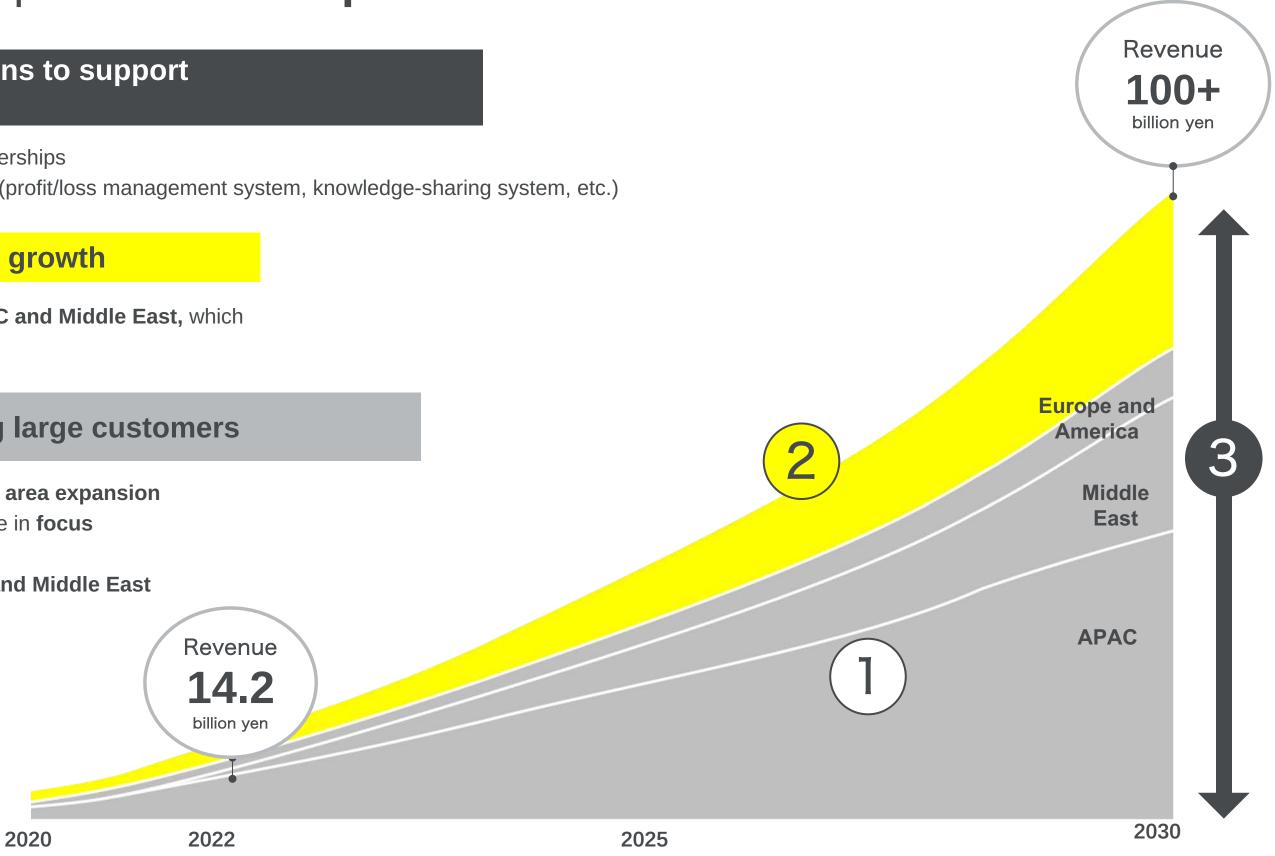
Pursuing M&A to strengthen competitiveness in **APAC and Middle East,** which are positioned as **sources of growth**

1 **Organic growth through cultivating large customers**

Maximizing revenue per customer **through business area expansion**
Improving revenue per project by developing expertise in **focus industries/practices**
Expanding orders by enhancing marketing in **APAC and Middle East**

Revenue
100+
billion yen

Europe and America

Middle East

APAC

Revenue
14.2
billion yen

2020 2022 2025 2030

Note: The above is an image only and differs from actual sales.
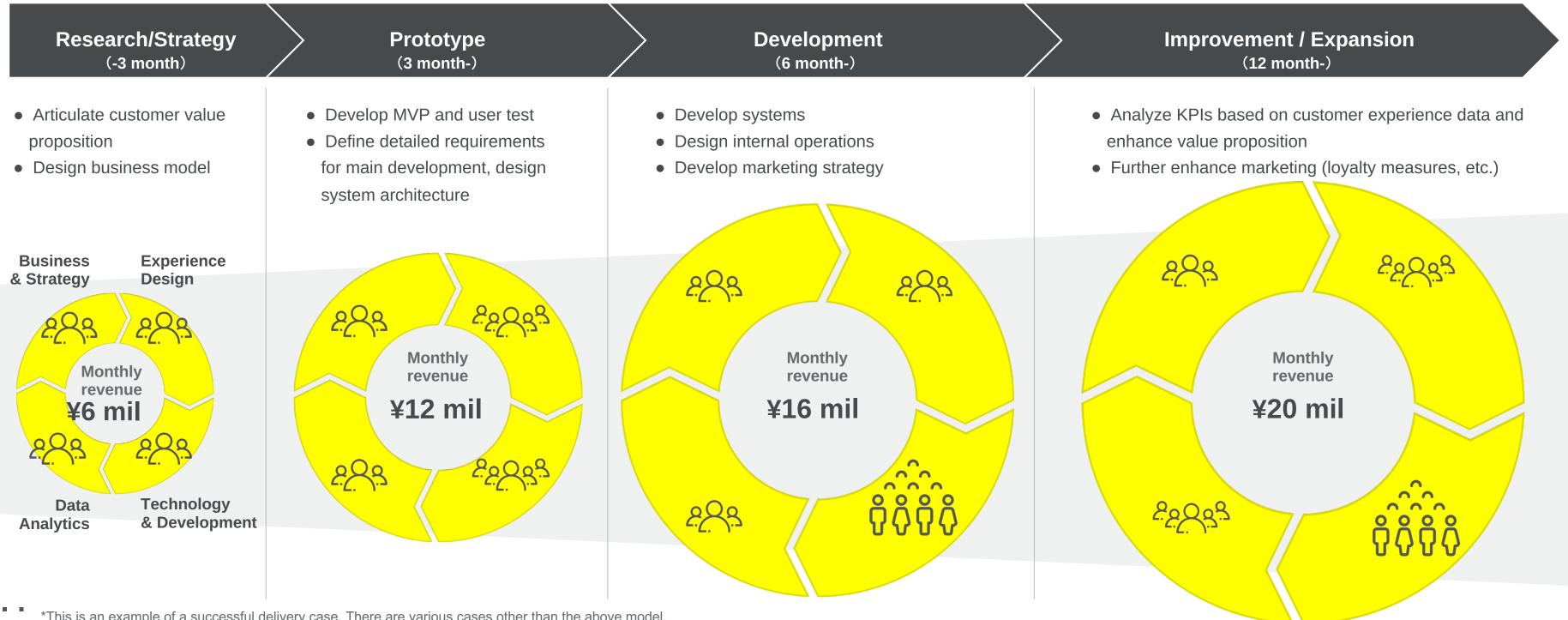
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We continue to improve services and businesses for innovation creation-type DX, resulting in a business model conducive to continuous revenue growth
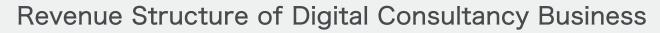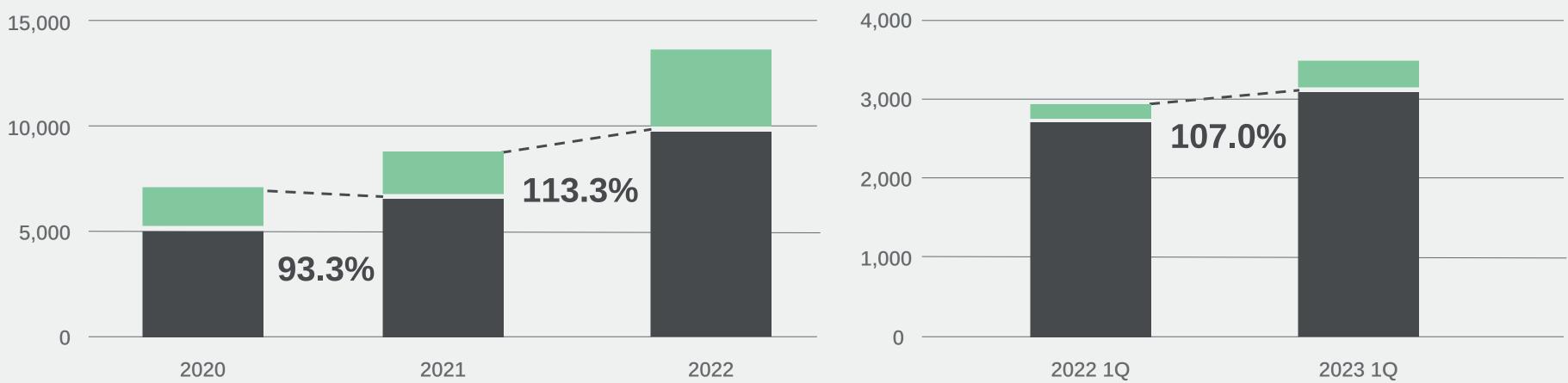
Example of Monstarlab's DX Model

Research/Strategy (-3 month)	Prototype (3 month-)	Development (6 month-)	Improvement / Expansion (12 month-)

Research/Strategy
- Articulate customer value proposition
- Design business model

Prototype
- Develop MVP and user test
- Define detailed requirements for main development, design system architecture

Development
- Develop systems
- Design internal operations
- Develop marketing strategy

Improvement / Expansion
- Analyze KPIs based on customer experience data and enhance value proposition
- Further enhance marketing (loyalty measures, etc.)

Business & Strategy
Experience Design

Monthly revenue
¥6 mil

Data Analytics
Technology & Development

Monthly revenue
¥12 mil

Monthly revenue
¥16 mil

Monthly revenue
¥20 mil

*This is an example of a successful delivery case. There are various cases other than the above model.

For most projects, fees are charged to the client based on a time and material contract. The revenue can be calculated by multiplying the monthly rate by the number of human resources working on the project.

The **business has highly stable revenue,** with **revenue from existing clients alone surpassing 100% of last year's revenue***1

Unit : million yen

Revenue Structure of Digital Consultancy Business

■ Existing client revenue *2   ■ New client revenue
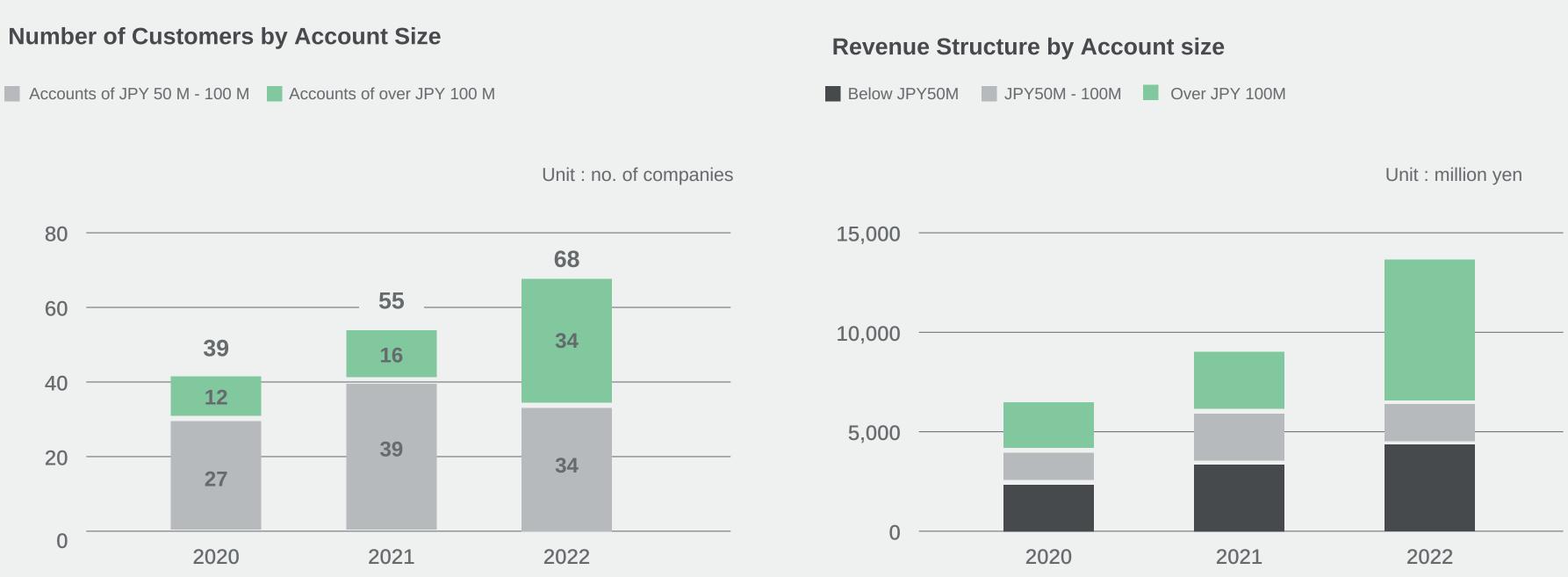

93.3%   **113.3%**   **107.0%**

*1 Digital consultancy business revenue.

*2 Existing clients: Clients providing revenue from FY2019 until the beginning of the applicable fiscal year.
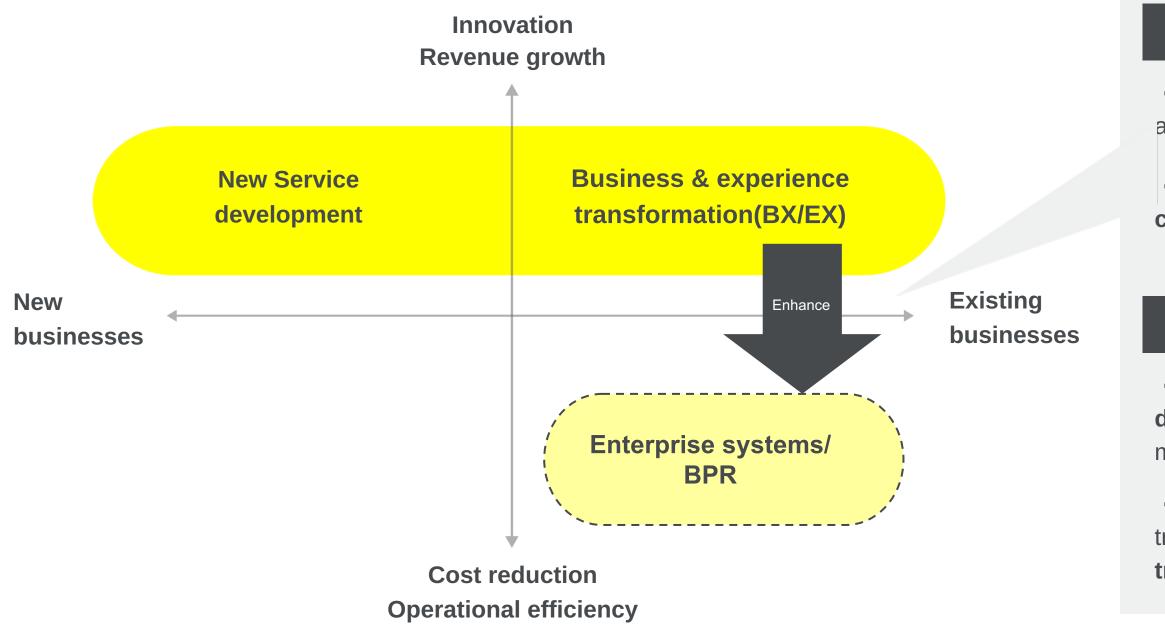
An increase in large-account customers is driving rapid growth

Number of Customers by Account Size

- ⬜ Accounts of JPY 50 M - 100 M
- 🟩 Accounts of over JPY 100 M

Unit : no. of companies

Revenue Structure by Account size

- ⬛ Below JPY50M
- ⬜ JPY50M - 100M
- 🟩 Over JPY 100M

Unit : million yen

Notes: Revenue is for digital consultancy business

Leveraging our existing strengths in the "innovation" and "revenue growth" areas, we aim to maximize the value provided to customers by **strengthening the related areas of data and operation area**

**Innovation
Revenue growth**

New Service development

Business & experience transformation(BX/EX)

New businesses

Enhance

Existing businesses

**Enterprise systems/
BPR**

**Cost reduction
Operational efficiency**

Enhance data analytics

・**Practical support for data and AI applications** from a business perspective

・Strengthening **data-driven proposal and response capabilities** targeting **corporate management**

Enhance platform/operation consulting

・Strengthening **consulting services** to **support developing infrastructure** that supports data-driven management
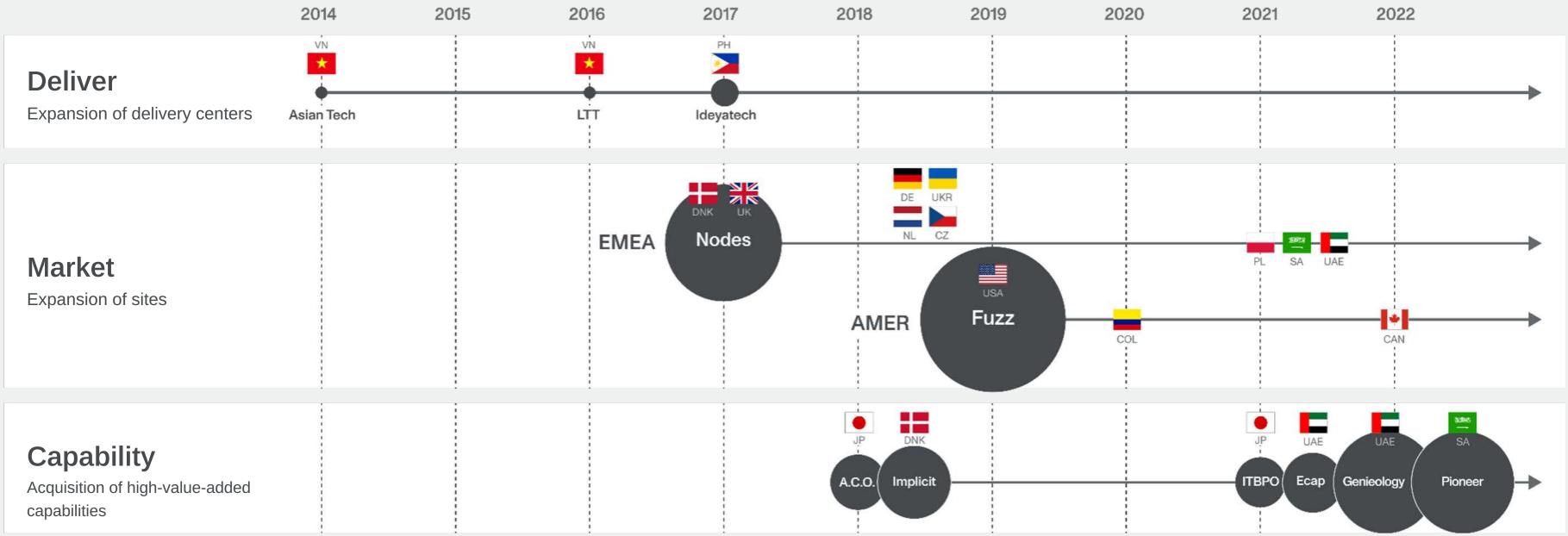
・Analysis of **business flow** and required design data transactions, data structure **design**, and **business transformation**

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1. **Business & Service**

2. **FY2023 1Q Results**

3. **Growth Strategy**

   ▪ Organic growth through cultivating large customers

   ▪ **M&A in regions that are sources of growth**

   ▪ Strengthening talent growth and operations to support high growth

Monstarlab has completed 10+ strategic M&As globally, recently transitioning from M&A aimed at expanding its sites to lower-risk M&A for aimed at capability acquisition
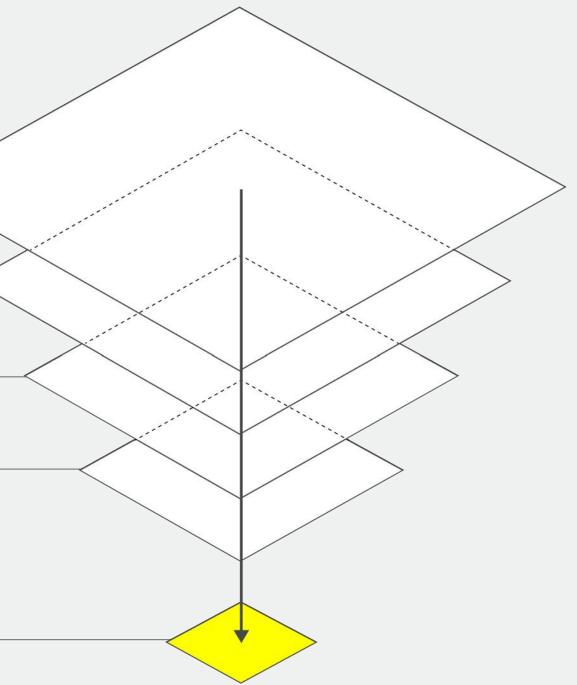

Deliver
Expansion of delivery centers

Market
Expansion of sites

Capability
Acquisition of high-value-added capabilities

*The size of the circle indicates the deal size for illustrative purposes. We executed M&A focused on acquiring capabilities based on the understanding that the PMI risks for these deals are low compared to M&A focused on expanding sites, since we can leverage our existing operational base.
The current names of key subsidiaries are as follows: Nodes is now Monstarlab Denmark, ApS, and Fuzz is now Monstarlab, LLC.

Handling various stages of the M&A process internally, from sourcing deals to negotiating sales, enables us to use M&A to drive future growth

Create longlist and make contact — **1,200** companies

Screening to narrow down the list — **250** companies

Interviews with candidate company management by Monstarlab's CEO — **150** companies

DD and negotiations by Monstarlab — **7** companies

Acquisition — **1** company

**Example of M&A process during the acquisition of Nodes and the approximate number of candidate companies in each phase.

By forming global teams for each function, we have established strong operations that enable us to achieve successful **PMI and growth after M&A**

▶ **Standardization of Service Quality and Processes for Sharing Expertise, Best Practices, Etc.**

	Japan	China	Dubai	Denmark	UK	USA
Marketing & Sales	●	●	●	●	●	●
Consulting & Design	●	●	●	●	●	●
Development & Data	●	●	●	●	●	●
Operation	●	●	●	●	●	●
People & Culture	●	●	●	●	●	●
Information	●	●		●	●	●
Finance	●	●	●	●	●	●

▶ **Examples of Global Operations**

Sharing case studies & industry

Case study sharing system and sharing at regular global meetings

Creating delivery playbook

Globally integrated process from strategy to design to development

Sharing latest tech trends

Monthly global meetings to share latest tech trends and best practices in various countries

MPlanner (global assignment system)

Understanding and coordinating assignment of personnel Group-wide using system developed in-house

Global recruitment

Able to approach required human resources globally by accessing human resources markets around the world

Monstar university(training program)

Training program for Group employees established within Monstarlab

Security & Governance

Systems and security management at the global level. Risk management of sales opportunities and projects

GFSSC (Global Finance Team)

Developing shared services for Group accounting to optimize the cost and efficiency of accounting processes
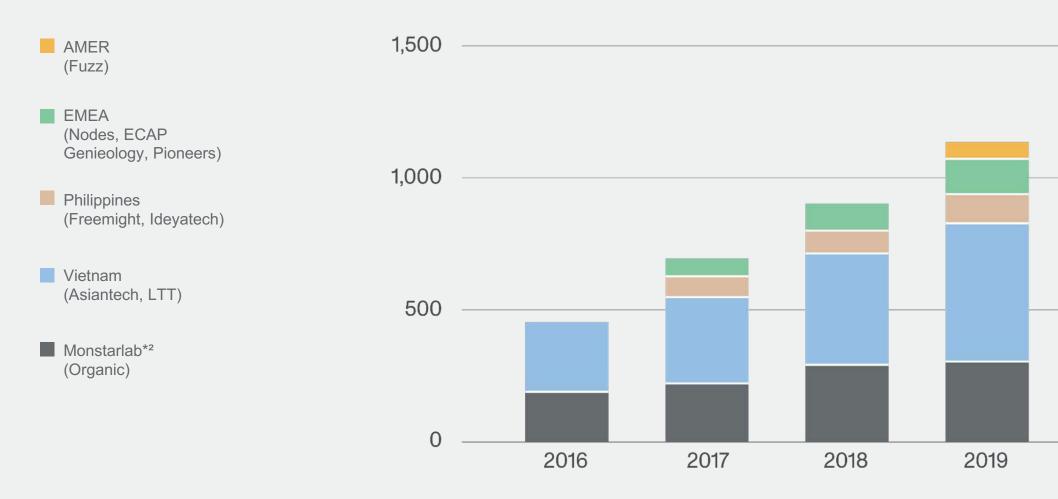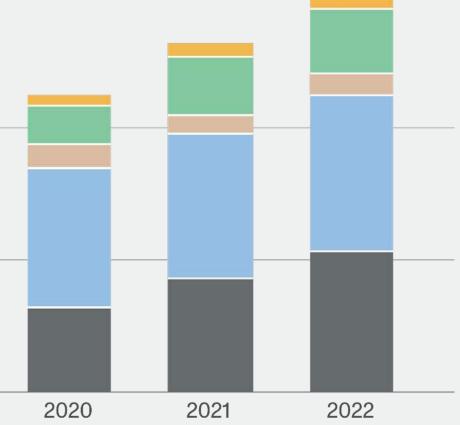
CONTENTS.

We are **steadily increasing our headcount** through a combination of organic recruitment and personnel acquired through M&A

- Since 2016, our headcount grew about 3-fold through organic growth of Monstarlab alone

- Through recruitment of human resources from leading companies in various industries, we have acquired core system-related expertise and industry knowledge

Headcounts Based on Organic Growth and Acquisition of Other Companies*1

Legend:
- AMER (Fuzz)
- EMEA (Nodes, ECAP Genieology, Pioneers)
- Philippines (Freemight, Ideyatech)
- Vietnam (Asiantech, LTT)
- Monstarlab*2 (Organic)

*1 Number of employees at each company as of December 31 each year.

*2 Headcounts in Japan indicate the total number of employees following M&As under the "Organic" headcount since the integration of the organizations makes it difficult to calculate them separately.

Established **internship**-based training and recruitment in Vietnam through **university partnerships** going back over 10 years

Partnership with top universities for over 10 years

– Hanoi University of Science and Technology

– Hanoi University

– Hanoi University of Technology

– Da Nang University of Technology

– Da Nang University of Technology & Education

– Duy Tan University

  and more...
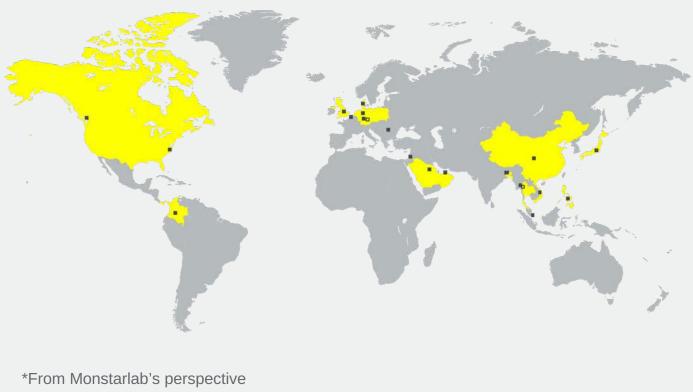
  Hired interns from over 70 universities from 2017 to 2022

Established training program

3,050

Internship applications from 2017 to 2022

Screening

Training

430

Interns hired as employees from 2017 to 2022

By leveraging our unique position in the DX market and access to a global talent pool as **competitive advantages from a recruitment perspective**, we have **eliminated bottlenecks when hiring personnel**

Global coverage allows us to access a worldwide talent pool

Main Motives for Joining Monstarlab

To be involved in innovative digital transformation, from strategy to execution

- Consulting firms and SIers mostly focus on business enhancement and DX, which limits the phases in which employees can be involved

Environment enabling growth while learning about advanced technology and business

- There are many opportunities to grow through one's work, such as cutting-edge DX using AI and new business projects, etc.
- Programs such as Monstar University actively encourage employee growth

Global work environment

- Most project teams are multinational, enabling diverse, highly skilled teams
- Information such as best practices and case studies is shared globally

Startup culture with diversity

- There are many people from startup and tech backgrounds, creating a diverse, open culture
- Our culture facilitates integration of employees from traditional companies, other industries, and other countries, enabling us to accommodate diverse human resources

*From Monstarlab's perspective

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Monstarlab Holdings, Inc.(Securities Code: 5255)

Monstarlab ∷

Empower talent everywhere to engineer

awesome products, services and ecosystems;

building a brighter world for us all

Monstarlab ::