



FOUNDERS

The team that shipped **three operating systems**



Kirt McMaster

CHIEF EXECUTIVE OFFICER

Kirt McMaster has spent his career going after the control layers of computing to hand power back to the user, starting with the carrier: he co-founded the MVNO Boost Mobile, acquired by Nextel. Next came the mobile OS: he co-founded Cyanogen to build the third mobile operating system shipping on ten million devices with more than fifty million installs, thousands of active contributors and at one point GitHub's second-largest repository. Microsoft built Cortana, Skype and other core services into it, and it reached a \$1 billion peak valuation with top-tier strategic and venture backing. Next came the gaming PC: in 2022 he founded Playtron to turn it into a console and break Windows' hold on it, shipping GameOS, a complete Linux operating system from the kernel up. Now comes the desktop for the age of intelligence: KORA, built on GameOS. Few founders have shipped one operating system. He is on his third.



John Lagerling

CHIEF BUSINESS OFFICER

John Lagerling has been building the ecosystems around new computing platforms for more than twenty years. At NTT DoCoMo he built out i-mode's multibillion-dollar mobile content and game ecosystem. At Google he led Android business development, assembling the carriers, OEMs, chipmakers and content partners that took Android to 85 percent worldwide market share and a billion monthly active users, one of the largest operating-system ecosystems ever built. At Facebook, as Vice President of Product Partnerships, he built the Oculus mobile ecosystem. He later ran Mercari U.S., growing it tenfold through a \$6 billion IPO, and two startups he co-founded, backed or led, AdMob and Cronologics, were sold to Google. Intelligence is the next shift. At KORA he is building the open ecosystem it needs: an operating system where every model, every service and every agent is a first-class citizen.



Franck De Girolami

CHIEF TECHNOLOGY OFFICER

Franck De Girolami is Chief Technology Officer of KORA Systems Inc., where he leads product and engineering. With 35 years of leadership, he created the survival-horror category with the Alone in the Dark series at Infogrames, pioneered real-time CGI on the SGI RealityEngine with titles like Cyberia, and co-founded and scaled Code Particle, a global software engineering firm whose clients include Activision (Call of Duty), EA (Battlefield 2042), CrowdStrike, Warner Bros., Ziff Davis, and Mediacom. He built and shipped GameOS end to end, a complete Linux operating system from the kernel to the compositor, with the team that now builds KORA's intelligence-native primitives, including Cortex, its hybrid inference engine.