



James e. Woody Professional Biography (short version)

*“Creativity in problem solving requires our capacity to consider the future consequences of our actions, with a sense of responsibility and with moral and intellectual maturity, so that we can reflect on our actions in the light of experiences and personal and societal goals. Thereby, perceptions and assessments are in every situation, about ethics. Moreover, our imagination, our awareness and our sense of responsibility can help harness technology to reshape the world for the better.”*

*James e. Woody*

*James e. Woody has strong interests in the future of humanity and big picture questions, his interest varies in topics at the intersection of art, science, psychology, and the impact of emerging technologies on human social interactions.*

*James* is a concept developer, a creative problem solver and communicator of new ideas, he specializes in relevant issues to corporate responsible leadership and the strategic decisions that relate to intelligent opportunities to unlock social innovation. With decades of experience in socially minded business academics, *James* believes that the future is about pairing the intelligence of technology with the cognitive, social, and financial resources that brings value to humanity.

As cofounder of the Be Remarkable Group, Inc., an advocacy group for social impact investments, he actively promotes the embedded principles of social responsibility, impact investment and collaboration among investors around the world. James renders his talents in research, analytics and marketing to various US and global nonprofit organizations including the: Global Impact Investment Network, Global Innovation Exchange, KIVA, One Young World, DEVEX, Global Citizens, Googles AI for Social Good, IMPACTHUB and the World Economic Forum, just to name a few.

In 2015, *James* introduced to the world a concept entitled the “Be Sensitive-Be Remarkable Movement”, its collective mission is to reunite liked minded entrepreneurs around the actionable power of crowdfunding and help ensure young social innovators receive the resources needed to become active social contributors of their talent for the good of the global community. *James* is also credited with authoring conceptual campaigns for various nonprofit and philanthropic initiatives for industry giants aligned with the mission of the United Nations Development Goals.

*James* previously served as a principal member of the Rudin/Intellispace think-tank that included Bell Atlantic Corporation, Advance Digital Technologies, Global Crossing, Digital Equipment Corporation Rudin Real Estate Management Co., and key technology, legal and financial stakeholders. The think-tank was responsible for the development of the New York Information Technology Center, the first fully wired office building in New York City, and spearheaded solutions for internet access in New York City's public spaces. He was afforded the privilege of defining internet access for public spaces and the hospitality industry and has worked with several major Internet companies credited with the introduction of wireless networks and early-stage wireless intelligent network devices. As Director of Corporate Affairs for the New York Web, a Netscape Beta Company, the group is credited with helping to launch one of the first successfully embraces of e-commerce without human intervention and introduced the 'World Wide Web', as a new media property and distribution network, to various institutional giants that included American Express, Inner City Broadcasting, Simon and Schuster, Nike World Games, CBS Sports Online and many others.

*James* served as a member of a Madison Ave advertising firm specialized in demographic and psychographic research for McGraw Hill Publishing Company. He was also a former partner in CR2, a corporate communications firm credited with introducing and documenting the human relationship with emerging technologies for various fortune 500 companies across a broad spectrum of industries including, robotics, office automation and telecommunications.