

Report Date 2021-02-01

EN ▼

Singapore
CrossAngle Pte. Ltd.**Profile Report (Public)****PICK UP PTE.LTD.**Singapore
(Country or jurisdiction of incorporation)202038634D
(Entity Registration Number)

(Address, including zip code, including area code, of principal executive offices)

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WHERE YOU CAN FIND MORE INFORMATION

Readers and others should note that the company announces material information to the public using the company website, press releases, public conference calls, and webcasts. They may also use the following social media channels as a means of disclosing information about the company, products, planned financial and other announcements and attendance at upcoming investor and industry conferences, and other matters.

Channels	Address
Company Website	http://candyprotocol.io/
Main communication channel	telegram
Twitter	https://twitter.com/candy_protocol
Company Blog	https://candyprotocol.blogspot.com
Facebook	https://www.facebook.com/candyprotocol
Linkedin	
Github	
Reddit	
Telegram	https://t.me/Candyprotocol
WeChat	
KaKaoTalk	
Custom Link	Twitter - https://twitter.com/candy_protocol Medium - https://candyprotocol.medium.com/

The information posted through these social media channels may be deemed valid. Accordingly, the public should monitor these accounts and the blog, in addition to following company press releases, conference calls, and webcasts. This list may be updated from time to time and these channels may be updated without notice.

PART I. Corporate Profile

ITEM 1. Basic Corporate Profile

Official Company Name	PICK UP PTE.LTD.
Establishment Date	30 Nov 2020
Jurisdiction of Incorporation	Singapore
Principal Office Location	
Address of Official Company Registration	3 SHENTON WAY #16-08 SHENTON HOUSE SINGAPORE (068805)
Company Name for Website Display	PICK UP PTE.LTD.
Description of Company	Pick-up is a live commerce service that allows you to buy and sell things live.
Company Website	http://candyprotocol.io/
Whitepaper Link	https://drive.google.com/file/d/1a_VNOI6e0xlt9Vi0s7jO8ZS3b5BNGbUs/view
Mission and Vision	Increasing reliability of CRM solution by applying Blockchain technology Providing an activity support system for BJ's loyal fans Promoting and supporting new BJs to enter the market

ITEM 2. Team

2.1 Executives & Founders

The following sets forth certain information regarding the company's executive officers and founders, their details and positions as of 2021-02-01

Lee James

Position Title	CEO
Short Bio	Ntop / Director Netskype / COO Visualline / COO
Experience	
Education	
Company e-mail	
Social	

K Lumi

Position Title	COO
Short Bio	Eumm Inc. COO Funnystone Inc. CMO Visualine Inc. CDO
Experience	
Education	
Company e-mail	
Social	

Lim Sung Jin

Position Title	CMO
Short Bio	China - Korea Trade Fair / Director Paparazzi / Marketing Consulting ZILLA / Community Manager
Experience	
Education	
Company e-mail	
Social	

Park Marcus

Position Title	CTO
Short Bio	Daesanace Inc. CTO Coster Ins. CTO Samsung Card co., ltd
Experience	
Education	
Company e-mail	
Social	

David Lee

Position Title	Design Director
Short Bio	Eumm Inc. COO Funnystone Inc. COM Visualine Inc. CDO
Experience	
Education	
Company e-mail	
Social	

2.2 Engineering Team Leaders

The following sets forth certain information regarding the company's development and engineering leaders, their details and positions as of 2021-02-01

Marcus Park

Position Title	CTO
Short Bio	Daesanace Inc. CTO Coster Inc. CTO Samsung Card co., ltd
Experience	
Education	
Social	

2.3 Advisory

The following sets forth certain information regarding the company's advisories, their details and positions as of 2021-02-01

No data available

2.4 Organization Structure

The following sets forth certain information regarding the structure of the company as of 2021-02-01

Name of Department/Group/Office/etc.	Number of Full-Time Staff	Number of Part-Time Staff	Head of Department (Maybe left blank)
No data available			
Total	0	0	

PART II. Business Information

ITEM 1. Industry Classification

	Not Applicable
Sector	Communication Services
Industry	Entertainment
Sub-industry	Interactive Media and Services
Categories	

ITEM 2. Industry Description

2.1 Industry Overview

The mobile live commerce system consists of a commerce server that registers live broadcasts that correspond with product information for a particular product, performs transactions and payments for a product, a live server that receives live video filmed and transmitted by the seller via mobile, and a consumer mobile terminal that receives live video from the live server that responds to a particular selected product, and outputs product information and live video received.

2.2 Recent Trends

(1) Growth of the Live Commerce

52173 citron teas (1kg) sold out in 1 minute and 20 seconds of live broadcast achieving sales of about \$550.000

The reason behind the rapid growth of online live shopping in China is that more and more people are staying at home and purchasing Untact after the COVID19 Incident. When Shopping through online live broadcasts, real-time communication about products as well as real-time empathy are also analyzed as an important background

(2) The Untact era, Live Commerce Trend

COVID19 'The Age of Untact' , Live Commerce has grown rapidly.

2.3 Target Market Size

U.S.A \$18Billion
CHINA : \$150Billion
KOREA : \$106Billion

2.4 Target Customers

Live Commerce BJ
Customers using Ramib Commerce

2.5 Competitors

2.5.1 Existing Industry Competitors

The following sets forth certain information regarding the company's conventional competitors already established within the industry as of 2021-02-01:

picup

Description	Live commerce with live sales by selecting influencer to match your brand color
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2.5.2 Token Project Competitors

The following sets forth certain information regarding the company's competitors that have implemented Token economics as of 2021-02-01:

No data available

ITEM 3. Project's Business Model

3.1 Business Description

3.1.1 Revenue Model

CANDY PROTOCOL is a live commerce that is exchanged for a token called CANDY when charging money in the platform. The exchanged token can be purchased and sold, CANDY can be donated to live commerce BJ with token, and the popular BJ receives proceeds from advertising agency fees and spoons and can be exchanged for currency. When exchanging money, the platform will receive a certain fee.

3.1.2 Platform or Application Overview

General platform description

No Input

Functions of the solution

Live commerce platform to link BJs to users, sell, and purchase services

User pain points

No Input

3.1.3 Product/Service Line Description

- Smart E-commerce Solution

CANDY PROTOCOL applies a powerful blockchain-based technology to create a live commerce BAAS system through DPoC consensus mechanism PoL cross-chain consensus mechanism, and to establish a global distributed e-commerce ecosystem, global node interconnection and aggregate supply. By unifying cloud storage and value data services into one, the company aims to effectively overcome the challenges and challenges faced by global live commerce through joint governance. joint sharing of data and resources, and accurate market expansion

- Payment Solution

CANDY PROTOCOL's payment platform, as a hybrid blockchain, stores all of the director's information in a private blockchain for transparency and stability in transactions

- CRM Solution

We would like to develop an integrated CRM solution that manages all contact relationships between enterprises and sellers and customers in an integrated and consistent manner.

3.1.4 Competitive Advantage

Increasing reliability CRM solution by applying Blockchain Technology

Providing an activity support system for BJ's loyal fans

Promoting and supporting new BJs to enter the market

3.1.5 Intellectual Property

No Input

3.2 Partnerships

3.3 Project Progress

History

No Input

Project Status

Pre-development Stage

Development of the platform and business operations have been or will be funded through the following sources

Initial token sale(Public and Private)

Revenue from providing support services for the network or platform (consulting, developer support services, and developer tools)

Plan or Strategy to expand platform or token

Promote new BJs, secure users through many user inflow marketing, and leap into the global market through global partnerships

3.4 Milestones

Title	Target Date	Status	Description
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3.5 Use Case

No Input

3.6 Legal Concerns

No data available

PART III. Financial Information

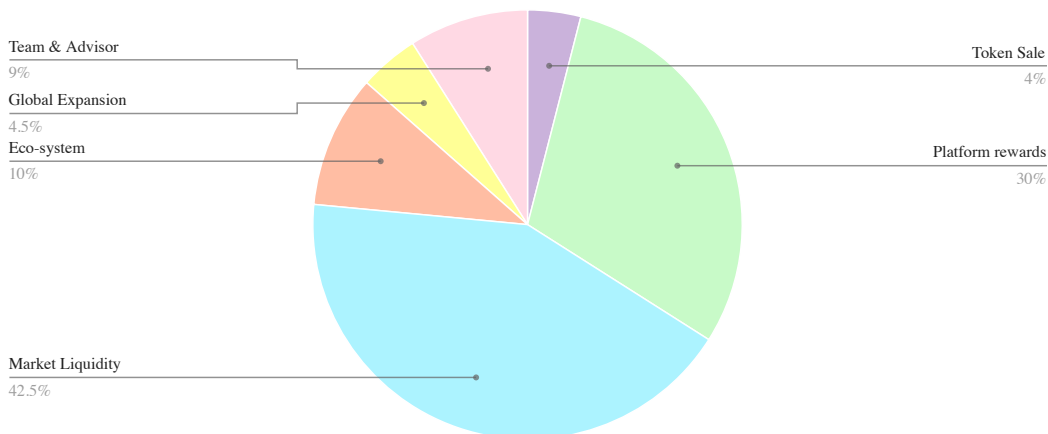
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PART IV. Token Information

ITEM 1. Token Profile

Token Name	Candy Protocol
Symbol	CAD
Token Economy	Within the Candy Protocol platform, consumers can purchase CAD tokens. CAD can purchase items sold on the platform, and can sponsor BJ. CAD proceeds can be exchanged for currency within the platform, and all advertising fees within the platform can be exchanged for CAD. Consumer Payment on purchase of goods/services. Use when sponsoring BJ.
Token Usage	BJ/MCN Payment can be made with a token at the time of fee settlement. Supplier Revenue settlement can be settled with a token
Short Token Description	CAD tokens can be purchased within the platform, purchased tokens can be sponsored by the user to BJ, and products/services can be purchased.
Token Contract Address	https://etherscan.io/token/0x2029017f38128bfefaa6c7b9cdd1b680ce8e5c03
Base Platform	ERC-20
Mainnet Explorer Url	
Network	Type: Mainnet (Token) Network Type: ETH Network Sub-type: erc20
Project Type	Utility Token
Tokens were initially available and currently obtainable in the following method(s)	1. Airdrop via network snapshot 2. Network inflation not directly associated with staking or mining
Additional Token issuance or minting conditions, including implemented natural inflation.	N/A
Trading practices after the Token Sale by Company	1. Company has not purchased or sold Tokens after the Token Sale
Method of allocating tokens during Token Sale	

Token allocation percentage based on Total Supply immediately after Token Generation Event



Token Holder Rights

- Receive payments or other consideration under the following circumstances
n/a
- Tokens give holders ownership or contractual interest or rights in the following circumstances
n/a
- Token holders may vote on the following matters
n/a
- Other information that may be relevant to the Tokens or their sale
No Input

ITEM 2. Token Sales

2.1 Token Sales details

No Input

Percentage of individual investors at initial offering

Terms and conditions for top backers

No Input

2.2 Initial Offering Rounds

No data available

*: Proposed calculation, but not necessarily mandatory, is based on USD equivalent of cryptocurrency received between the start and end date of the Token sale duration calculated by $((\text{High} + \text{Low}) / 2)$ of market price

ITEM 3. Token Supply History

The following is a manual record Token supply history as of 2021-02-01. Corresponding transactions hashes have not been provided within this report.

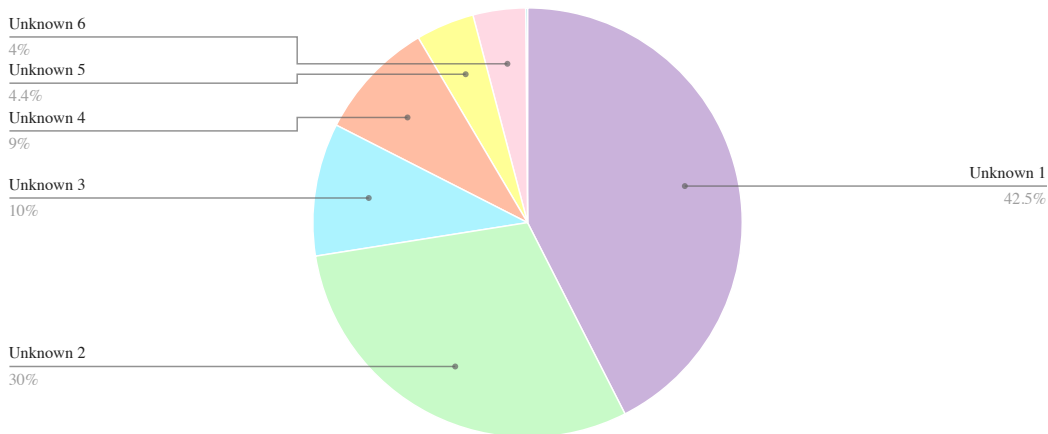
Purpose	Date	Amount	Value (USD)	Post Total Supply	Post Circulating Supply
No data available					

ITEM 4. Listed Exchanges

Exchange	Pair	Price	Volume	Percentage
No data available				

ITEM 5. Token Ownership

The following is an automatic query result of wallet addresses based on balance holdings with meta data application as of 2021-02-01.

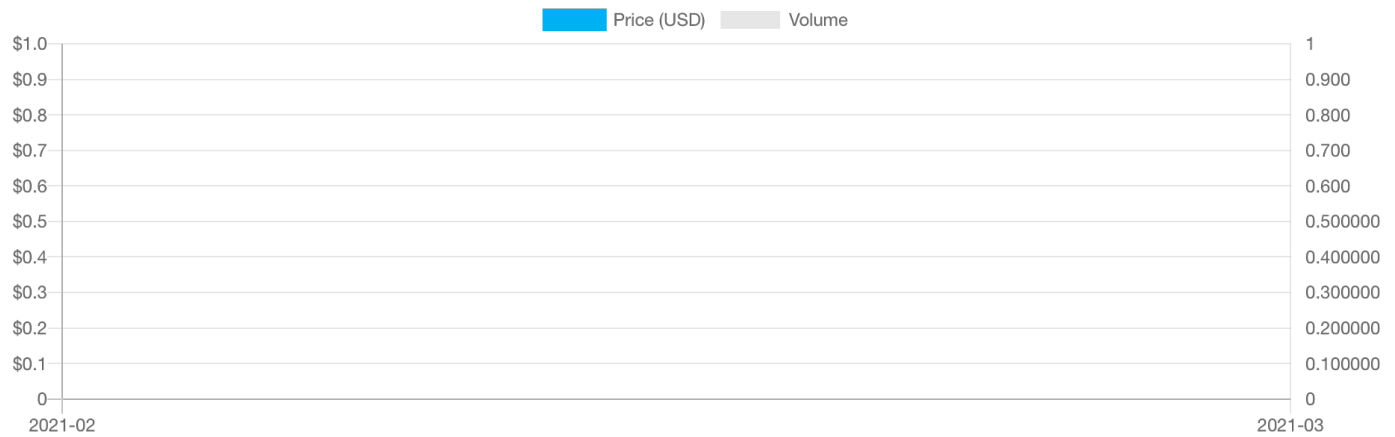


Rank	Address	Balance	Percentage
1	0x009AB2982f43194501581730019F41f4b2695759 (Unknown 1)	637,500,000	42.50%
2	0xAb0eCB462aE742c7669F41c0a91b8676dcaB2a76 (Unknown 2)	450,000,000	30%
3	0xFdd2Fc84e68488d71221C1b940f8bf00eB6e531 (Unknown 3)	150,000,000	10%
4	0x55c42136E4D855C57AE3e58511c6Bc4CbE748bd3 (Unknown 4)	135,000,000	9%
5	0xA57b65B40c0996a6000e70a60343fE7550740789 (Unknown 5)	65,996,440	4.40%
6	0xF774db9Db79C12b000414240bc4d535749029D5c (Unknown 6)	59,399,800	3.96%
7	0x8412b10a972205cCE9095620e4D779a5C650C74f (Unknown 7)	600,200	0.04%
8	0xa8846e4872Dbe2194bb121b49b64E72754bd608C (Unknown 8)	111,850	0.01%
9	0x5a73395d8b65Ad330436E94689DaB991188a3D47 (Unknown 9)	111,850	0.01%
10	0x8b55fDf3359f9B5753c594ac5f926d77515a6380 (Unknown 10)	111,850	0.01%
11	0xd0d55747eEd3BC4BBa85559428d9B5805a408f01 (Unknown 11)	111,850	0.01%
12	0x205651D92c2BBf5F53a41a8ba58345c670B1f503 (Unknown 12)	99,150	0.01%
13	0x6007Db58cE54851dBb8Fd4fF39C672b4e9eEbaAf (Unknown 13)	98,500	0.01%
14	0x320382f04C9103e6658180C3b3420956dD5e0611 (Unknown 14)	88,250	0.01%
15	0xB61e651612D49640c8C6b1925a2776FfBff48dF9 (Unknown 15)	77,240	0.01%
16	0x7F8280b44eF252CD9FBe9eD9D7FBfd74A2de3f07 (Unknown 16)	75,000	0.01%
17	0x544355098A5Ade827049E83EDB713C0A9A154a9F (Unknown 17)	71,150	0.00%
18	0x577b55B3fD285C0D48E0EE4b971e846eff392fe4 (Unknown 18)	65,800	0.00%
19	0xdE46101E06eAe2D61b5A913e9a5a9E6a8983d759 (Unknown 19)	63,750	0.00%
20	0xE29e70ADe9d5BDdB2cf45Cf8827A33a4b18ab6F6 (Unknown 20)	62,250	0.00%

ITEM 6. Token Price

The following are market data present as of 2021-02-01.

Price Performance



▸ USD

Current Price :

Change (7d/24h/1h) : % | % | %

Initial Offering Price : \$-

Return since Initial Offering :

▸ ETH

Current Price :

Change (7d/24h/1h) : % | % | %

Initial Offering Price : - ETH

Return since Initial Offering :

ITEM 7. On-chain Performance

Accumulated Wallet Count



Transfer Count



Transfer Volume



PART V. Compliance

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