

"We're incubating the strongest creator co-founded brands in the creator economy."



THE TEAM

Kevin Ramsey CEO



After founding and selling Hungercraft in High School, Kevin moved into licensing at Jazwares where he had the opportunity to sign and manage massive brands like Minecraft and Terraria. In 2018 he went client-side to lead the licensing program at Roblox before jumping to found Warren James.

Today, Kevin leads product development, operations, and public relations.

Ben Weidner COO



Drawing from his background in the production, design, and marketing of online content creator merchandise, Ben directs effective direct-to-consumer programs for every brand that works with Warren James. He knows that tailor-making strategies on a per-client basis are the best way to drive revenue and audience satisfaction.

Today, Ben leads creative, business development, and brand management.

THE PROBLEM



PRINTED TEES NO LONGER CUT IT

Creators care about quality and variety of product above all and few providers offer anything more than print on demand tees and coffee mugs.



PRODUCT REFLECTS PERSON

Too many creators have been burned by the negative experience their merchandise has given fans. Few companies offer a polished end to end product.



CREATING ENTERPRISE VALUE

Rightly so, creators see themselves as the next generation of A-list celebrity. They need a partner that will help incubate the next Casamigos, Skims, or Kylie Cosmetics.

THE SOLUTION



CUSTOM PRODUCTS

Specifically devloped for each creator.



END TO END SERVICE

From product design and web development to digital marketing and content creation.



BRAND DEVELOPMENT

Supporting creator entrepreneurs by incubating the next massive CPG brands.



SPEED-TO-MARKET

Our owned and operated China-based fulfillment center can ship orders faster than anyone.



RETAIL PLACEMENT OPPORTUNITIES

Our relationships in retail distribution can quickly turn a D2C success story into mass retail.

THE OPPORTUNITY



Amount of capital raised by creator economy start-ups in 2021.



The 2019 sales for Ryan's World as projected by pocket.watch.



The number of bottles sold by Logan Paul and KSI's hydration brand Prime in < 6 months.



The percentage of YouTubers that are selling more than just tees, hoodies, mugs, and stickers.



CASE STUDY

The Eleven by Deestroying

The Eleven celebrated selling out its first two releases in under 24 hours, with even more exciting developments in product categories and site functionality on the horizon.



CASE STUDY IDEOLOGIE by Hasan Piker

The brand transacted over seven figures in sales during its first 24 hours, in addition to making charitable contributions towards national strike funds in excess of \$180,000.





ACHIEVEMENTS WJ IN THE NEWS

BUSINESS INSIDER











mes, which was founded in 2019; has always focused on ine of its first clients - who still makes mench with them ner Arthenau, who has over 12 million author/there on

WARREN JAMES

men works with crossors to make merch of any kind. furniture, plush toys, and leveley, and it is looking to to food and beverage, CEO Kevin Ramsov told Insider.

any has an in-house design trare that bysinetyens bless resorts, as well as a team that creates a personalized s which to sell the mesch. It also bandles digital L quality control, and customer support, as well as

tions with remail alones. Hasan Piker Unveils Union-Made Merch Brand 'Ideologie



Warren James

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THE LANDSCAPE



Total customization of product and brand development in a limitless number of categories.

THE RUNNER UP

Some cut and sew apparel with custom packaging. However, creator stores are still hosted on an aggragated page.

PRINT ON DEMAND PLUS

An offering of slightly broader categories like apparel, mugs, and posters but the print on demand model makes quality control challenging.

THE PLUG AND PLAY

Unaware of better options, many high-profile creators still source their merchandise from these providers. Limited to low quality, print-on-demand apparel.

USE OF FUNDS



EXPANSION INTO NEW VERTICALS

Strategic hires for a new department. Investment for the first 4-6 joint-ventures.



TAKING THE MERCH MARKET

Completing the core team with hires in marketing, sales, and creative. Mass retail placement.



ELITE LEADERSHIP

Identifying and hiring key organizational leaders to accelerate our growth.



THANK YOU!