



**Achievement Institute
of Scientific Studies**

NICHOLAS RICHARDS

CPA, Chairman of the Board

Nick Richards is a serial entrepreneur having started his first company in college, NRG Graphics, providing static and interactive form design services for local professional offices. After receiving a degree from Cal Poly San Luis Obispo in Graphic Communications/ Computer Science, he joined a multi-billion-dollar printing and services company (Moore Corporation). He expanded a new division that specialized in short-run distributed printing and imaging services, where he helped develop the largest distributed print network in the World at that time. While at Moore, Nick built out a new group called Moore Data Management Services that leveraged the latest internet technologies of the day to manage and deliver information to clients and end-customers online that was once delivered via print media. Nick was then recruited to Kinko's, where he again built the largest distributed print network in the World, connecting all Kinko's locations globally. After Kinko's, Nick started NRGSource with a fraternity brother; a data management consulting and software development company that built large scale document management systems for pharmaceutical, medical device, and engineering companies. NRGSource incubated several start-up companies, including DataLabs, which provided SaaS-based document management and workflow solutions to clinical research companies for the conduct of human clinical trials. DataLabs was sold to a public U.K. company (ClinPhone), where Nick joined the management team as Global Head of Marketing and Product Management. The management team then executed a roll-up strategy making several acquisitions and finally selling to a public U.S. company, PAREXEL International. Nick joined PAREXEL to grow a new technology division (Perceptive Informatics), where he served in multiple capacities, including Global Marketing and Product Management, as well as building out a new business unit focusing on mobile and wearable technologies.

Currently, Nick is co-founder and COO/CFO for Intellivision Entertainment, a reboot of the storied Intellivision video game company initially founded by Mattel in the late '70s. Mattel quickly became the second-largest video game company in the World, only outpaced by Atari at its peak. Intellivision generated more than \$1.3 billion (adjusted for inflation) in annual revenues and had more than 1,800 employees. The new Intellivision mission is to pick up where the Nintendo Wii left off 14 years ago and bring a new family-friendly gaming platform to a market that focuses on bringing family and friends together in group play with games and technology that are accessible to all ages and skill levels.

Through Octane, Orange County's leading job growth business network, Nick was introduced to the AISS Foundation and its tremendous success over many years. The scholars' passion and those who have brought the program to life struck a chord with Nick's own experiences. "There are so many brand-new STEM-based jobs that we hadn't even imagined just a decade or two ago," stated Nick. "Helping young talent with a passion for learning, exploration, and prepare themselves for a future in so many impactful careers are a blessing. I look forward to working with Debbie, her team, and the impressive array of volunteers that have been brought together."

Nick has a passion for cars and racing, having owned a championship-winning race shop and winning a championship himself in a Porsche. He has been active in fundraising for pediatric health issues and promoting programs for women in male-dominated professions. Nick's race shop provided the first scholarship program in Southern California for aspiring female race car drivers. He is a U.S. Junior Olympic bronze medalist in archery and currently serves as a Junior Olympic Archery Development coach for the Orange County, CA region. Nick lives in Mission Viejo, CA with his wife and two daughters, the oldest currently attending Baylor University as a freshman in Film and Digital Media.