



John is the founder and CEO of RePubIT Digital, a global technology company dedicated to knowledge and learning.

John has worked at the intersection of technology, digital media, and learning for his entire career. He is in his zone identifying new tech that often disrupts, but soon enriches industries, companies, and the careers of individuals. As Senior Director of Product Development at Quebecor World, a \$12 billion print and digital supplier, he feels blessed to have participated in the grass roots R&D of tech innovation impacting our everyday lifestyle: digital photography, streaming audio/video, eBooks, artificial intelligence, virtual and augmented reality. When tablets and smartphones emerged,

John lead R&D and standards initiatives with partners including Apple, Amazon, and Microsoft, and Google. Innovations like digital accessibility per the disabilities act, web and ebook publishing formats, even online targeted advertising standards grew out of these engagements.

With 12 years adjunct graduate teaching at NYU, Norwalk State, and UCF it is only natural that in the spring of 2014, he focused this passion for teaching, all of his experience and effort on the launch of RePubIT to transform student and workforce learning with easy to use, everyday digital media technologies. Today, over 400,000 learners across 143 countries spend millions of hours each month on the RePubIT Digital platform. "We provide an easy and economical platform on which our medical, legal, financial, and career development clientele republish and enrich existing material to web and mobile simultaneously. We enable real time analytic reporting on the entire learning experience."

John holds a BS in computer engineering and management from Drexel University. He studied film scoring and digital music production at Berklee College of Music and earned a Certificate with Distinction for Digital Learning Media, an online program with the University of Edinburgh.

John has co-authored several academic papers including:

- A TECHNICAL ARCHITECTURE FOR OPEN ACCESS EDUCATION Educause, Barcelona Spain
- Scalable, Ad Hoc, Low-Cost Mobile Online Laboratories IEEE Computer Society

He has served as Chairman and invited expert for many international standards committees including:

- IEEE Learning Technology Standards Committee [IC12-006 Actionable Data Book for STEM Education.](#)
- IEEE Learning Technology Standards Committee P7919.1 Mobile Learning Platforms
- W3C ePub 2.0 and ePub 3.x technical publishing standards

Volunteer and Advisory Roles

- Advisor: Eduworks QuizBuilder AI, Artificial Intelligence assessment generation.
- Advisor: Leap with Alice - AR "Augmented Reality" Elementary Education application
- VP Education: leading Toastmasters Public Speaking/Leadership transition to online learning

When John isn't transforming student and workforce learning he's spending time with his wife and 3 children. John enjoys world travel, discovering the local cuisine, and meeting new friends. A musician since age 4, he is frequently seen at the piano or creating in his home studio.