

## OCTOBER HERITAGE CELEBRATION

## Filipino American Pioneers of the Telecommunications Industry



## **Diosdado "Dado" Banatao** ENTREPRENEUR AND ENGINEER

Dado Banatao was born into a poor family in the Philippines. He excelled in school and was able to attend Mapua Institute of Technology, from which he received a BS in electrical engineering. After not finding an interesting engineering position, he decided to enter commercial airline pilot training. Part way through that training, he received an offer from Boeing to come to Seattle as an engineer working on the 747 program.

While working at Boeing, Dado was given the opportunity to take a paid leave and attend the University of Washington. Upon graduating with a PhD, he went to National Semiconductor. From there it was on to Synertek and then SEEQ. While at SEEQ, he formulated ideas for his own startup, Mostron, to develop a PC chipset. Mostron ran out of money, but the chipset became the heart of his next startup, Chips and Technologies with Gordon Campbell. After driving his division to \$450M, he left to start S3 in 1989 where he developed the first graphics accelerator for the PC.

SOURCE: <u>Computer History.org</u>



## Jeremiah Abraham FILM PRODUCER AND MARKETING EXECUTIVE

He obtained his Master's Degree in Communication Management with a focus on Online Communities and Digital Social Media from the University of Southern California, and has been involved in story-telling since then.

In 2007, he founded a media outlet called BakitWhy.com, which was one of the first Filipino-American content sites to cover the Filipino community in the United States.

Jeremiah was also a marketing director for Condé Nast, working for big brands like Vogue, GQ, Vanity Fair, The New Yorker, and more. "This job allowed me to explore a side of media and entertainment I had never before, through publishing, digital video, and even virtual reality. It was familiar and full of learning opportunities," he recalled.

SOURCE: <u>Rappler, Inc</u>

More To Come



