

Leading company in the Brazilian market in state-of-the-art technological solutions for payment means, customer experience and clients' loyalty and incentives

March 2021

CSU CardSystem S.A. (B3: CARD3)

WHAT WE DO? Complete platform of innovative solutions with 3 business divisions

() CSU.CardSystem

(Payments)

Full service for electronic payment means (processing and administration of digital and virtual cards, wearables, digital wallets), with modular solutions to satisfy the strategies of each client

Revenues: number of billed cards and TPV

(CSU.MarketSystem

(Loyalty & Incentives)

Reward, engagement, loyalty and customer incentive solutions, through the Loyalty III platforms and the OPTe+ marketplace, bringing together more than 50 among the largest e-commerce in Brazil

Revenues: No. accounts and redemption financial volume

() CSU.Contact

(Customer Experience - CX)

Complete customer relationship and service solutions via traditional channels and automation & robotization, focused on BPO, for productivity gains, cost reduction and operational quality

Revenues: Billed workstations and contacts made

Integrated and efficient business driver for:

<u>ញ</u> Banks

Retailers

Acquirers









2

PIONEERING AND INNOVATION Largest independent processor of electronic payment transactions in Latin America





MAIN NUMBERS Resilient business model, with high revenue predictability and good profitability



Financials (2020)

Net revenue R\$ 457 M

Recurring revenue **98%**

EBITDA **R\$ 131 M**

EBITDA Margin 29%

Cross selling High between 3 divisions **Operational** (2020)

CSU.CardSystem

17.4 M registered cards27 M billed cards521 M transactions captured

CSU.MarketSystem

50+ partners in B2B (OPTe+White label) **400k+ SKUs** of products and services

CSU.Contact2,063 work stations (4Q20)

CLIENTS Smart and synergistic products and solutions in different sectors of the economy, with ~50 customers: banks, retailers, fintechs, insurance companies and acquirers



Payments + Loyalty & Incentives + Customer Experience



PAYMENTS Focus on high technology and innovation





LOYALTY & INCENTIVES Specializing in technology for reward, loyalty and incentive programs





loyalty (B2B) + *e-commerce*(B2C) Access: **www.optemais.com.br**

CUSTOMER EXPERIENCE - CX Modular relationship solutions that comprise the entire customer journey



Customer service and relationship

Sales and retention

Credit and collection

Modern solutions using cognitive intelligence, making **more humane the experience between customers and companies**





NEXT STEPS New inorganic growth drivers, accelerating time-to-market



M&A goals:

- _Maximize growth (customers and revenue)
- _Reach new key segments
- _Accelerate time-to-market for new solutions and technologies
- _Strengthen business at the base (cross-sell)

	Mature Co.	Startups
Model	Controlling shareholder	Monority interest
Share	51-100%	5-35%
Revenue (R\$ M)	25 - 150	2,5 - 10
EBITDA Margin	> 20%	N/A
EV/Sales	2-4x LTM	4-10x NTM



RESULTS **Consistency in growth, with strong increase in profitability**





11

RESULTS Comfortable capital structure with 0.4x Net debt to EBITDA ratio







EXECUTIVE TEAM Experienced professionals with a solid professional and academic backgrounds





GOVERNANCE AND DIRECTORS Board combines company knowledge with majority of independent members





CAPITAL MARKETS CARD3 traded at huge discount vs. players in technology and payments industry





FUTURE OUTLOOK Extend prominence in current markets and expand to new ones



Expand margins and diversify revenues



Enable the transformation of the new digital economy (BaaS offer) Accelerate and consolidate new business in digital markets (M&A)

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ANNEX I: A CHANCHING WORLD New era of society and a new way of living

ERA OF SOCIETY:

- New technologies transforming lives
- New health and safety demands
- New habits and lifestyles
- New needs

BUSINESS WORLD:

- Traditional players (incumbents)
- Physical and analogical
- Presential
- Low competition

DIGITAL CONSTRUTION



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WAY OF LIVING:

- New forms of consumption (web and mobile)
- New payment instruments and credit transactions (digital / virtual)
- New ways of working (work from home WFH)
- New digital services
- Digital transformation of traditional services
- Tech players (startups, big techs, traditional adapted)
- Digital / web
- Virtual / WFH
- High competition (fintechs)
- Digital / Virtual & Physical+digital

ANNEX II: COVID-19 PANDEMIC CSU focuses on the 4 priorities to overcome the challenges



Safety and well-being of stakeholders

_Work from home (WFH) for most of the administrative and operational teams _Strict security protocol _Test Routines _Low rate of positive cases

Maintaining stability of operations

_Activities considered essential

_Minimum impact of client business continuity

Acceleration of Digital Products

_Creation and expansion of sales of digital products (wearables, contactless, digital wallets, digital and virtual cards)

_WFH as a product

_OPTe + network expansion and activation campaigns

Focused financial management in the preservation of cash

_Financial management initiatives resulting in increased profitability and liquidity

_Renegotiation of financing terms

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