

Technology

APPROACH

Ruberto, Israel & Weiner's Technology Group possesses deep industry knowledge and understanding of clients' technologies, business practices, transactions, and intellectual property assets. Our team is composed of attorneys with technology degrees and backgrounds who fully grasp key industry issues and trends, can provide informed counsel, and can efficiently execute sophisticated technology deals.

Technology companies rely on us for all of their legal matters, from addressing regulatory compliance to protecting and enforcing intellectual property rights to executing an Initial Public Offering to setting up distribution agreements. We work closely with our **Banking & Finance, Mergers & Acquisitions, Securities, Litigation, Corporate Business**, and **Employment Law** practice groups to offer clients a full complement of services.

CONTACT

For more information, contact **Russell N. Stein** at (617) 570-3529 or rns@riw.com.

SERVICES

Our client roster includes American and foreign startups, emerging companies, established players, and publicly-traded companies. We work with clients in all segments of technology, including:

- Software for business
- IT services
- Silicon products (semiconductors, ASICs, etc.)
- Digital media
- Computer games and entertainment
- Communications technology (telecom products and networks)
- High tech materials

We handle both domestic and international transactions, executing the types of deals that are critical to technology companies, such as:

- Licensing and technology transfer
- Customer, reseller, VAR, and OEM agreements
- Development agreements
- Technology acquisitions and transfers

CONTACT

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PROFESSIONALS

Bethany A. Grazio

David W. Robinson

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- Venture capital and private equity funding
- Outsourcing agreements
- Internet and mobile distribution deals
- Patent, copyright, and trademark licensing
- Open source licensing
- International distribution arrangements
- Strategic alliances and joint ventures
- Multimedia, entertainment, and game deals
- Content acquisition and licensing