

NIST CHARIoT

Challenge for Building Augmented Reality Interfaces for First Responders

Team Augmented 1st Responders (A1R)



CONTACT

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John Hanacek – Creative, Technical Lead, San Diego, CA
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Key Team Members



Hurriyet Ok, Ph.D., Founder, [LinkedIn](#)

Hurriyet A. Ok, is the founder of VRT-U LLC, a technology venture focusing on Augmented and Virtual Reality solutions for the enterprise. Dr. Ok teaches Augmented and Virtual Reality and eCommerce Security at George Washington University and is a research fellow at Cyber Security & Privacy Research Institute (CSPRI). He led a team who won the 1st prize in the 2018 NIST PSCR VR HUD Navigation Challenge. He worked at the World

Bank as a Senior Information Officer over 24 years and held leadership roles in identity, access, security, and risk management, architecting innovative IT infrastructure solutions, and IT learning and professional development. Prior to that, Hurriyet was a software engineer at Alcatel-Rovsing in Copenhagen, Denmark, developing software for American Airlines Data Network. Dr. Ok holds a D.Sc. Degree in Computer Science from the GWU, and M.S. and B.S. Degrees in Computer Science from Hacettepe University, Ankara, Turkey.



John Hanacek MA, CEO, Founder, [LinkedIn](#)

John Hanacek MA is co-founder and CEO of AvatarMEDIC. He obtained his MA degree from Georgetown University in Communication, Culture & Technology, and a BA degree from UC San Diego in Political Science. He has first responder experience as a California State Parks Beach Lifeguard and a veteran analog astronaut and commanded several missions in austere, isolated environments. John has accrued extensive skills and

experiences as a UX designer, specializing in collaboration and training platforms. John has background developing for Magic Leap and working in 3D design, modeling and animation.

Key Team Members



Susan Ip-Jewell MD, President, Founder, [LinkedIn](#)

Susan Ip-Jewell MD is a space medicine physician-scientist. Analog Astronaut, exponential technologist, entrepreneur. Founder, Mars Academy USA offering experiential learning with exponential technologies and AvatarMEDIC. Susan is passionate about innovations to support humans in Space and improve life on Earth. Commanded crews deployed to austere, isolated and confined environments and pioneered the first Mars *“Station-to-Station” Mars Medics* mission to Utah desert including missions to high fidelity locations, eg, Nepal and Everest. Trained at National Cancer Institute, NIH, in molecular and clinical medicine, drug discovery and therapeutics at UCLA Department of Molecular and Therapeutic Pharmacology. Susan graduated from International Space University, recipient of Google Scholarship to attend Singularity University Graduate Studies Program. An alumnus from Aston University, UK, and Ross University School of Medicine. Recipient of Marie Marvingt Award in Technologies and Innovations for Space by Aerospace Medical Association and National Space Society "Living in Space" Award for pioneering space innovations and Martian settlements.



Paul O. Davis, Ph.D., FACSM, President, [LinkedIn](#)

Paul O. Davis, Ph.D. has a 50-year career in the creation, consulting and delivery of public safety services. As an EMT, paramedic, firefighter, instructor-Lieutenant, trainer, researcher, author, presenter and creator he has consulted or appeared as an expert witness, representing such organizations as the NYPD, FDNY, FBI, DEA, DHS, ICE, DOJ, EEOC, OSHA, Senate Armed Service Committee and the House Committee on Aging as well as hundreds of local jurisdictions and governments. Known internationally for his Firefighter Combat Challenge® on ESPN, he is the executive producer for over 30 televised properties on Discovery, CBS Sports, Versus and OLN. One of the first FEMA grants was to his research group at the Sports Medicine Center of the University of Maryland's School of Public Health in a cooperative study with the Nation's Capital's Council of Governments- a ground-breaking study that quantified the human energy costs and oxygen-lactate kinetics of structural fire suppression.

Key Team Members



Kashyap Sridhar, Founder Alive XR, [LinkedIn](#)

Kashyap Sridhar is an entrepreneur, engineer, management consultant and XR community developer in the Washington DC area. He is passionate about problem solving in the engineering, technology and enterprise areas. He is an avid believer that technology is a great enabler and should be accessible, inclusive and used for good. He brings a unique combination of systems/design thinking, design strategy, mechanical/systems and human factors engineering with experience working on several large scale technology engineering and management projects. He contributes his experience performing UX research, usability analysis and prototyping for immersive environments at XR conferences and events. He is the founder of AliveXR, an innovative design strategy and technology company focusing on developing XR solutions for solving some of the unprecedented technology and management challenges facing us today and into the future. He is an actor and improviser and runs Playtechnics, coaching design thinking and problem solving using Improv.



Mobai Wang, Developer, [LinkedIn](#)

Mobai Wang is an AR/VR developer at VRT-U LLC. He is experienced in interactive multimedia design, mixed reality (MR) development, and image processing related to remote sensing and GIS. He is passionate about computer graphics and immersive technologies. He recently built 3D environments for a social VR event, combining aesthetics with technology. Currently, Mobai is studying for his M.S. degree in Computer Science at George Washington University.



Jack Veselovski, UI Designer, [LinkedIn](#)

Jack Veselovski is a Game Developer/Designer from Melbourne, Australia. He has experience in creating interactive experiences for PC, VR, and non-digital applications. From developing a wide array of games, Jack is passionate about crafting immersive worlds, unique and satisfying gameplay mechanics, and polished user interactions. He focuses on creating an experience for the user that is satisfying, interesting and polished. He is fascinated by and motivated to be on the frontier of new technologies. Jack has also studied and is proficient in graphic design, conceptual design, illustration, traditional prop building and 3D printing.