Speakers

Jyrki Saarinen

Professor in Photonics Applications and Commercialization, Head of the Institute of Photonics, Head of the Department of Physics and Mathematics, Deputy Director (economic growth and other societal impacts) of the Photonics Research and Innovation (PREIN) Flagship

Juha Purmonen

Executive Director at Photonics Finland. Photonics Finland is a technology cluster that drives the photonics industry in Finland.

Pasi Vahimaa

Professor in Theoretical Optics, leading biophotonics research group. His research interests include micro-optics, nanophotonics, biophotonics, physical optics, electromagnetic optics, diffractive optics, and optical coherence theory. He is leader of Biophotonic research group and The Scientific Director of the Institute of Photonics in University of Eastern Finland. His teaching experience includes Thermodynamics, Quantum mechanics, Quantum physics, Physical optics, and Solid state physics.

Irina Livshits

ITMO University, Head of Laboratory «CAD Opto-Information and Energy Saving Systems», Research Director of the Engineering Center Optica, Research Director for Russian Korean Optical Design Center, Self-portrait using the lens designed herself, post Head of Research Laboratory for Computer-Aided Design of Optical-Information and Energy Saving Systems.

Juuso Olkkonen

CTO, Founder of Dispelix, Dispelix creates the world's thinnest full-color displays for near-eye augmented reality.

Tapani Levola

founder of waveguide based AR displays (Nokia, Vuzix),
former Principal hardware engineer of Microsoft in Hololens project

Roman Bednarik (LinkedIn)

Associate Professor of Interactive Technologies at the University of Eastern Finland, Co-Founder of SeeTrue Technologies

Riku Suomela

Mixed Reality Director in Next Games, CEO and of Founder Mixed reality game producer Lume Games (2014-2017), worked in Nokia with MR applications and new games and innovation (1999-2014)

Steve LaValle (LinkedIn)

Professor at University of Oulu, former chief scientist of VR/AR/MR in Huawei, Former principal scientist and founder of Oculus VR, have publish VR book

Anna Yershova LaValle

Part of Perception Engineering group of Oulu University, University Lecturer, PhD from University of Illinois in Computer Science; former Research Scientist at Oculus

Katherine Mimnaugh (Website)

Part of Perception Engineering group of Oulu University, PhD Student, MS from University of Illinois, BS Psychology, MS Natural Resources and Environmental Sciences; former neuroscience lab manager at Beckman Institute, University of Illinois.

Bernard Kress

Partner Optical Architect at Microsoft/Hololens, with 2 decades of experience in design, test and manufacturing of optical systems including micro-optics, diffractives, holographics and metasurfaces, for products in Display, imaging and sensing, 3D display, Optical computing, optical telecom, optical data storage and optical anti-counterfeiting, Several patents and publications in field of optics

Juha Väyrynen

Development Engineer at Karelia University of Applied Sciences

Samuli Siitonen

CTO at Nanocomp, Nanocomp focuses on the manufacturing of micro- and nanophotonics products for consumer electronics, laser sensing and special lighting sectors.

Petri Karvinen

Project Researcher in University of Eastern Finland, working with 3D printed optics with integrated nanostructures, Accurate, cost-effective and easy 3D printing for MedTech component production. CEO at Finnlitho. Finnlitho Ltd is providing nanolithography services. Their most mature products are diffractive X-ray optics, but they offer also other fabrication and consultation services.

Teemu Tiainen

CEO of Lumous Interactive which is helping companies to build VR&AR environments and applications, working in Riveria building learning environments with help of VR&AR technologies

Speaker from 3D Talo

Augmented reality and Virtual reality in industrial use, 3D Talo is offering Virtual and Augmented Reality solutions to support business's needs. They transfer industrial environments from design models or real-world references in to realistic three-dimensional virtual reality with ease to improve your production efficiency and end-user usability

They use Augmented reality to add information into real-world environments and products that serves the user. It can be used to visually targeted placing recognizing graphical triggers, to add project details into surroundings geometry and to animatable audio visual experiences.