# Dossier: ENGINEERING & COMPUTER SIMULATIONS, INC.

## SBIR Award Details

**Award Title:** N/A

**Amount:** $1,299,982.69

**Award Date:** 2024-03-06

**Branch:** DHA

## AI-Generated Intelligence Summary

**Company Overview:**

Engineering & Computer Simulations, Inc. (ECS) is a simulation and training solutions company focused on providing innovative, custom-built simulations, serious games, augmented/virtual reality (AR/VR) training, and software development for defense, healthcare, and other commercial industries. Their core mission is to improve human performance and enhance decision-making through immersive, realistic, and effective training environments. They aim to solve the problems of costly, time-consuming, and potentially dangerous real-world training scenarios by offering scalable, repeatable, and data-driven simulation-based alternatives. ECS's unique value proposition lies in its ability to tailor solutions to highly specific client needs, integrating cutting-edge technologies and pedagogical principles to create engaging and measurable learning experiences.

**Technology Focus:**

* Develops customized simulation and training solutions utilizing Unity and Unreal Engine game engines for immersive 3D environments.
* Specializes in AR/VR/XR applications for training, maintenance, and operational support, including interactive simulations, procedural trainers, and virtual job aids.

**Recent Developments & Traction:**

* In July 2023, ECS announced the award of a contract with the U.S. Army Program Executive Office Simulation, Training and Instrumentation (PEO STRI) to support the development and sustainment of multiple modeling and simulation (M&S) training systems.
* ECS has been involved in ongoing development and updates for the U.S. Army's Synthetic Training Environment (STE), focusing on terrain database generation and One World Terrain (OWT) integration.
* ECS has expanded its healthcare simulation offerings, providing VR training solutions for medical procedures and emergency response scenarios.

**Leadership & Team:**

* Waylon Krumrie:\*\* Chief Executive Officer. Experience in leading and growing technology-focused organizations.
* David Smith:\*\* Vice President of Operations. Focus on program management, software development and integration of complex systems.

**Competitive Landscape:**

* Raydon Corporation:\*\* Raydon provides simulation and training solutions primarily for defense and law enforcement. ECS differentiates itself through its broader industry focus (healthcare, commercial) and emphasis on customized, highly-immersive AR/VR/XR experiences.
* Cubic Corporation:\*\* While Cubic offers a wider range of defense solutions, its training and simulation division overlaps with ECS. ECS distinguishes itself through its agility, focus on bespoke solutions, and expertise in advanced gaming engine-based simulations.

**Sources:**

1. [https://www.ecsorl.com/](https://www.ecsorl.com/)

2. [https://www.linkedin.com/company/engineering-&-computer-simulations-inc./](https://www.linkedin.com/company/engineering-&-computer-simulations-inc./)

3. [https://www.bizjournals.com/orlando/stories/2006/08/21/smallb3.html](https://www.bizjournals.com/orlando/stories/2006/08/21/smallb3.html)