



Dr. John O'Hare

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SHORT RESUMÉ

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|-----------|--|---|
| 2023 | Founder and Co-Founder AI / ML Ops & PRODUCT RESEARCH & DEVELOPMENT, GENERATIVE AI AND LLMs, PATENTS PENDING · 📍 Neocadia / Future Fleet / Quasi Science |  |
| 2022-2023 | R&D Lead PATHWAYXR STUDIO · Manchester 📍 Research and development on convergence: Extended and mixed reality, especially large screen systems at human scale; Enabling metaverse style persistence for virtual production pipelines; telepresence and distributed working challenges, for business-to-business use cases; Integration of machine learning into distributed web and metaverse; Scene capture, and scene management at global scale; Generative art, video, image, voice, and 3D geometry; Realtime translation and clarification for collaboration; Ethics, accessibility safeguarding, governance, and global equity of access via distributed systems. |  |
| 2007-2022 | Technical Director UNIVERSITY OF SALFORD · Salford 📍 15 years designing and running large scale mixed reality labs. Extensive experience in product management, technology transfer, and development of research systems across multiple campuses. A wide range of industry contacts over many years in the VR industry and exceptional knowledge of key historical players in the field. Collaborated on multiple bids and papers. |  |
| 1998-2006 | Virtual Reality Training Consultant SENIOR SCIENTIFIC OFFICER · University Of Salford 📍 Product developer and consultant to industry and local government. Additional varied support and content creation roles in the UK, and representing the University abroad. Featured as the support scientist on the IMAX movie "Adrenaline Rush" which featured the first jump of DaVinci's parachute design in Africa and the USA. Responsible for the initial specification and setup of the centre network, oversaw the installation and integration of the first CaVE system outside of the USA. |  |

OPEN SOURCE DEVELOPMENT

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|-----------|---|---|
| 2020-2023 | Founder FLOSSVERSE OPENSOURCE METAVERSE · Global 📍 Development of open source digital society collaboration tools. Federated low cost servers connected with Nostr protocol. Enabling the flow of money and objects between B2B metaverse rooms. Open source 400 page book and product design. |  |
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</> PERSONAL SUMMARY







Decades of research on large scale mixed reality. Specialist in developing novel high performance immersive graphics systems, bringing to fruition many successful large scale visualisation platforms. PhD in tele-presence between small ad-hoc groups, alongside BBC R&D. Diverse technical knowledge and management experience underpins a determination to see projects concluded on time and within budget. Capable of facilitating strategic goals without compromising support for research and enterprise. A well-rounded, adaptable individual, with proven analytical ability. Proven communication skills at all levels, developed through experience of managing a number of key projects, with a wide variety of stakeholders. Successful as a leader and an influential team member in both product and customer-facing roles.

TECHNICAL SKILLS

Hardware integration (expert), Windows (server certified), OSX (expert), Linux (expert), clustering (homo/heterogeneous), high end visualisation, cloud, and vGPU, LED and projection systems, MoSys and Vicon based tracking systems (rigid body real-time), all current generative art systems, Bitcoin and Lightning (fully distributed) networks, haptic systems, camera platforms (IP, machine vision, broadcast), video and audio NLE, 3D modelling and runtime creation with large geo datasets and object modelling (3ds max), rapid prototyping and 3D printing through STL, interactive realtime (Unity3D, MiddleVR, NeRF, Unreal), networking and cyber security, data analytics and Python. PRINCE2 Agile Practitioner, able to manage projects involving diverse academic and professional teams.

- ★★★★★ System design and integration
- ★★★★★ Spatial computing and tele-presence research
- ☆☆★★★★ ML Ops and generative AI
- ☆☆★★★★ People management and startup
- ☆☆★★★★ Network and infra management

RECENT HIGHLIGHTS

| | | |
|-----------|---|---|
| 2022 | Product development FLOSSVERSE FOR VP ·  |  |
| | Design of an open, federated metaverse. Supports the use of distributed teams in film-making, set planning and production shots. Use of decentralized computing networks, is being leveraged for scale and security without high cost. Secure messaging and identity proofs, microtransactions, integration of open-source machine learning to reduce friction. The goal is to create a seamless narrative flow from a remote director/producer/DP, through a virtual screen and into a shoot, and back into a persistent metaverse shared with the public. | |
| 2022 | Associate GM AI FOUNDRY ·  |  |
| | Seminar series on blockchain for AI systems. | |
| 2020–2022 | Associate GM CYBER FOUNDRY ·  |  |
| | Consultation and product development for diverse SMEs on mixed reality, distributed systems, and cyber security. | |

DEGREES

| | | |
|------|---|---|
| 2016 | Small group tele collaboration PhD · University Of Salford  |  |
| 2020 | Machine Learning MSc - PAUSED · UoS  |  |
| 1998 | Virtual Environments MSc · University Of Salford  |  |
| 1997 | Professional Studies PGDIP · University Of Salford  |  |
| 1996 | Electronic Electrical Engineering BSc(HONS) · University Of Salford  |  |

GRANT INVOLVEMENT HIGHLIGHTS

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|-------------|--|
| 2022 | £800k Horizon Europe (Eduverse) |
| 2020 | £40k HEIF for data visualisation |
| 2016 | £1M HEFCE Octave upgrade |
| 2014 | £1M SRIF Octave upgrade |
| 2011 | LEAD £1.8M Egg system (MCUK) |
| 2010 | LEAD £1M RCIF immersive acoustics |
| 2007 | £1M EPSRC Octave platform |

PUBLICATIONS

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|-------------|--|
| 2022 | LEAD Money and Trust in Digital Society, Bitcoin and Stablecoins in ML enabled Metaverse Tele collaboration. |
| 2020 | The use of immersive and virtual reality technologies to enable nursing students to experience scenario-based, basic life support training exploring the impact on confidence. |
| 2019 | LEAD Telethrone : a situated display using retro-reflection based multi-view toward remote collaboration in small dynamic groups. |
| 2019 | A hybrid intelligent agent for notification of users distracted by mobile phones in an urban environment. |
| 2018 | Augmented Reality and Virtual Reality: Empowering Human, Place and Business. |
| 2018 | LEAD Telethrone Reconstructed; Ongoing Testing Toward a More Natural Situated Display |
| 2016 | LEAD Is this seat taken? behavioural analysis of the telethrone: A novel situated telepresence display. |
| 2016 | COLEAD Aligning audio and visual cues when presenting fast moving sound sources within a multisensory virtual environment. |
| 2016 | Workflow automations and optimisations to facilitate room acoustics prediction within multi-modal virtual environments. |
| 2015 | withyou an experimental end-to-end telepresence system using video-based reconstruction. |
| 2009 | Comparing the end to end latency of an immersive collaborative environment and a video conference. |
| 1999 | Virtual Teletubbies: reapplying a robot architecture to virtual agents |