



Mimic Technologies Inc
650-380-9102
Sarah Sherwood, Sherwood Communications
sarah@sherwoodcommunications.com

CORPORATE BACKGROUNDER

CORPORATE PROFILE

Dr. Jeff Berkley founded Mimic Technologies in 2001 to fuse virtual reality and surgical robotics to create revolutionary products and unique services that will profoundly impact people's lives.

Mimic Technologies is a pioneer and leader in Robotic Surgery Simulation, founded in 2001. Its product portfolio includes:

The dV-Trainer™

In 2007, Mimic unveiled the dV-Trainer™, the first simulator to recreate the look and feel of the *da Vinci*® Surgery System. After more than three years of beta testing and validation, the dV-Trainer was released at the end of 2010. This independently validated trainer is now placed at numerous institutions and hospitals in America, Europe and Asia.

The *da Vinci* Skill Simulator

In 2011, the *da Vinci* Skill Simulator, a virtual reality simulator for the *da Vinci Si* System, was introduced by Intuitive Surgical. This simulator was developed jointly by Mimic Technologies and Intuitive and is based on Mimic's simulation technology.

Mimic's *da Vinci* simulation platform has become the most rapidly adopted surgery simulator in history. It is expected that over 400 simulators (including both dV-Trainers and Skills Simulators) will be in use by the end of 2011. Mimic is also working with various medical boards and robotics societies to create the very first *da Vinci* credentialing curriculum.

Mimic Technologies Mission

Headquartered in Seattle, Washington, Mimic's mission is to set the standard for simulation and training in medical robotics by continuing to provide visionary leadership, superior software, and market leading haptic interfaces. Together with leading institutions, Mimic continues to develop next generation learning tools and curricula that will advance robotic surgery training and improve patient safety.

CEO AND MANAGEMENT PROFILE

Founder, Chairman and CEO of Mimic Technologies

Dr. Jeff Berkley is the founder, Chairman and CEO of Mimic Technologies, which is both a pioneer and leader in Robotic Surgery Simulation. Jeff brings decades of experience in the mathematics, engineering and healthcare disciplines focused on technology and virtual reality applications.

MIMIC TECHNOLOGIES

Jeff has applied his knowledge of haptic feedback and continuum mechanic-based tissue modeling to surgery simulation.

He is well known as a leader in the fields of haptics, surgery simulation, and real-time finite element modeling. He has published numerous articles and has spoken at a wide variety of academic conferences. He has published and served as a reviewer for various journals such as IEEE Transactions on Visualization and Computer Modeling, Virtual Reality, and the Electronic Journal of Haptics Research and Medical Imaging.

Rob Blanding, PhD – Director of Software Development

Rob joined MIMIC in October of 2007. He brings over twelve years of experience in computational geometry, computer graphics, and human-computer interaction, as well as over twenty years of software development experience.

Rob earned his PhD in industrial engineering at the Human Interface Technology Laboratory at the University of Washington in 2003, building on a BS and MS in mechanical engineering. In the course of his doctoral work he developed virtual reality interfaces and simulation software with a focus on real-time deformation and haptic interaction. From 2004-2007 Rob worked as a Senior Software Engineer at Intel Corporation within the Lithography Modeling Group where he applied his extensive expertise in computational geometry, algorithms, and simulation to the optimization of photolithography for microchip manufacture.

Seahak Kim, PhD - Director of Hardware Development

Seahak obtained his PhD at the Tokyo Institute of Technology under Professor Makoto Sato, a world-renowned expert in the field of haptics. Seahak has become a recognized expert on haptic devices and has published numerous articles and been quoted on several nationwide Japanese broadcasts, such as the NHK, TV Tokyo and Nihon Keizai Shinbun. He has been invited to participate as an author and exhibitor in international conferences held in Singapore, Japan, Taiwan, Korea, France, and United States. He is also a member of Virtual Reality Society of Japan (VRSJ), and was responsible for writing the VRSJ newsletter for a time.

Seahak received his Bachelor of Science degree for Engineering in Control and Instrumentation Engineering from Chosun University of Korea; a Master's degree at Aichi Institute of Technology at Toyota in Japan where his focus was optimal design for linkage based haptic devices; and a PhD at the Tokyo Institute of Technology.

Jan Ostman, MSc, MBA – Director of Marketing & Business Development

Jan brings diverse experience in sales, marketing, and business development from the simulation, consulting, and automotive industry. He first joined Mimic in 2005, spearheading strategy for the firm's robotic surgery simulation business.

Prior to joining Mimic, Jan was sales manager for haptics technology company Reachin Technologies, where he successfully grew its business in North America and Japan. Jan has held sales, business development, and engineering positions with a number of simulation and virtual reality firms and was an analyst and consultant with the Swedish Institute for Growth Policy Studies. He started his career as a management trainee and safety engineer at SAAB Automobile.

Jan holds a MSc in Industrial Design Engineering from Luleå University of Technology in Sweden and an MBA with Honors from the University of Washington.

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