



Virtual Reality to Diversify Offshore Wind

Team VinciVR, Inc.

Video: <https://youtu.be/OUTE3hShKcl>

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VinciVR has been pioneering Virtual Reality (VR) simulations used for workforce recruitment and training for the Offshore Wind Industry. It is creating a Digital Career Filter/Matching tool to rapidly connect potential workers from disadvantaged communities to high paying jobs in Offshore Wind. In addition, it has created simulations of in-demand, high paying jobs to engage, inform, and excite potential workers to begin a career in Wind Energy.

Vinci will utilize Phase I resources to advance development of technologies and roll them out into disadvantaged community centers. Its goal is to engage at least 400 potential workers from these communities and have at least half continue to begin careers in the space. The Phase I will lay the groundworks for significant expansion of the tools nationwide.

The team is very committed to the advancement of economic opportunities for disadvantaged communities. Eagle Wu, CEO of VinciVR, has been personally conducting rollout of pilot projects into disadvantaged communities and is a first generation Asian American. Dr. Cynthia Brown was head of training at Siemens Gamesa Renewable Energy and brings significant industry experience/knowledge; she is also one of the first major African American female leaders in the industry. Finally, Sloan Poelman is head of 3D Modeling at Vinci, and is responsible for developing many of the simulated environments used by various Vinci clients, including the department of defense. Sloan is a member of the LGBTQIA+ community and identifies as a cis-gender gay man.