



## Company profile

BIVROST is a technology design company for the VR video industry. The company develops projects in the fields of VR live streaming and cinematic video production. By conducting numerous R&D activities BIVROST provides know-how and technology solutions to the professional video market. With the support of leading tech partners, like Intel, Microsoft or Pixelink, the company is working on new global standards in hardware and software technology.

In Norse mythology, Bivröst is a bridge connecting Asgard, the realm of the gods, with the nine worlds of mortals. In modern life, VR and 360 video technology may be seen as a way to help people achieve their goals and dreams.

## History

The company was founded in 2015 with the software house background and experience in VR projects of its founders: Paweł Surgiel (CEO) and Tomasz Gawlik (CTO). Soon Szymon Banaś and Kacper Banaś joined BIVROST as business angels. In 2016, as a result of the meeting at TechCrunch Disrupt SF, Arkley II Seed Fund S.A. invested in BIVROST in a pre-seed stage. In 2017 BIVROST broke the record of equity crowdfunding in Poland with 1.6 mln PLN raised in the seed round. Thanks to 100 micro investors who believed in BIVROST technology, the company finished its R&D work on an image-processing unit that is ready for mass-production, applied for EU funds and registered several product designs.

## Fields of activities

With the expansion of the VR and 360 video market in mind, BIVROST is in a constant pursuit of innovation by developing projects like stitching and video processing devices, multiple camera rigging systems, VR video rendering engines with analytics tools and \*duino camera controllers. Being among only a few others companies who are working on VR streaming, BIVROST plays an important role in transforming the way media is perceived and consumed by the users. In 2017 BIVROST took a part in charity project: WOŚP – broadcasting a livestream in the 360 format from the Grand Final that lasted 14 hours. BIVROST technology was presented at the biggest tech-oriented events around the world: TechCrunch Disrupt, CES, CEBIT, COMPUTEX, VR Days Europe, VR World Congress, START Summit and more. The company has 360 video experience in the fields of sports events (Men's EHF Euro), medicine (surgery sessions), entertainment (360 music video) and advertising (360 ads for Samsung).

## VR Communities

BIVROST believes that only the cooperation and openness of people can add new value to the market. As a member of the VR/AR Association and OSVR consortium, BIVROST shares its knowledge and research with startups, freelancers, and VR video creators to help them boost their own projects. Some of them, like the VR players or the rigging systems, are open-source for personal use.

[BIVROST 360Player on Microsoft Store](#)

[BIVROST 360Heatmaps on Microsoft Store](#)

[BIVROST Ax6 Camera rigs designs on Thingiverse.com](#)

## R&D Project – EU funds

BIVROST obtained over 1 million EUR from The National Centre of Research and Development for the VR project, located in Kielce Technology Park. The main goal of the project is the development of a multi-camera system for capturing and processing semi-spherical stereoscopic video with multi-channel streaming architecture. The project set is to be completed by the end of 2019.

## Services

BIVROST created a dedicated R&D Center to run high-tech projects using advanced and professional equipment. The company designs and prototypes the most innovative products on the video market. The BIVROST engineering team has extensive experience in the fields of AR/VR software development, hardware design and prototyping, production engineering, image processing, software development with a background in a new technology industry, 360° video content creation, product design, and construction.

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## Founders



### Pawel Surgiel

CEO, Product Owner, Designer and Constructor

Designer, constructor and entrepreneur. Founder and CEO of BIVROST – a company that develops solutions for the VR video industry and live streaming. He gained experience developing tech-projects for the biggest brands and government institutions. His unique skills are building products from scratch and creating innovative concepts. He opened BIVROST's sources to share know-how and support international community in development VR/AR projects. Speaker at a number of technology conferences, trend-watcher and tech-savvy enthusiast. Involved in numerous R&D projects related to XR-technology. Privately: fan of ultralight aviation and UAVs. In his spare time he occupies himself with aerial photography.



### Tomasz Gawlik

CTO, Head Software Engineer

Co-founder and CTO at BIVROST. He started his career in software houses where he led major high-risk projects related to interactive technologies, immersive media and motion systems. He is experienced in image processing, system architecture, performance profiling and hardware design. At BIVROST he is responsible for software engineering, prototyping and cross-technology research. He is highly-skilled in .Net, WPF, DirectX, Unity, Intel Media SDK, and UWP frameworks. Privately great enthusiast of science-fiction and fantasy literature. In his free time he develops a dedicated GPS navigation system for cyclists, that covers all cycle routes.