



MEET THE FEATURED CREATORS

Richard Browning, [Gravity Jet Suit](#)

British inventor Richard Browning wanted to reimagine human flight with an elegant partnership of mind, body and machine. This vision led to the creation of the Gravity Jet Suit in March of 2017. In the first 12 months Richard's company, Gravity Industries, executed 46 flight events across 16 countries, and he has led multiple TED talks about the suit's creation. In addition to being a pioneer in the field of personal flight systems, Richard is an ultra-marathon runner, an ex-Royal Marine reservist, and has also been dubbed the real-life "Iron Man."

Behnaz Farahi, [Iridescence](#)

By weaving emerging technologies into contemporary art, fashion and architecture, Behnaz Farahi explores the potential of interactive environments and their relationship to the human body. Her work has been exhibited internationally at Ars Electronica, Linz and Context Art Miami, and has been featured in WIRED, BBC, CNN, The Guardian, and many more. Behnaz has worked with Adidas, Autodesk, Fuksas Studio, and 3DSYSTEMS / will-i-am. She has also collaborated on two NASA-funded research projects developing robotic fabrication technology to 3D print structures on the Moon and Mars. Currently she is an Annenberg Fellow and Ph.D. candidate at the University of Southern California. She has a Bachelor's and two master's degrees in architecture.

Jordan Reeves, [Project Unicorn](#)

Born without a portion of her left arm, 13-year-old Jordan Reeves designed a 3D-printed prosthetic that shoots off glitter, helping challenge the way we think about physical differences. Along with her mom Jen, the two co-founded the nonprofit Born Just Right, which empowers kids with limb differences to use STEM to build their own solutions. Jordan has shared her glitter cannon invention with The Rachael Ray Show, MakerFaire, and TEDx. She and her family currently live in Columbia, Missouri.

Victor Mateevitsi Ph.D., [SpiderSense](#)

Victor Mateevitsi, Ph.D., earned his master's at the University of Illinois at Chicago's Electronic Visualization Laboratory. He focuses his research on exploring, designing and evaluating innovative human augmentation techniques. Victor's goal is to overcome challenges in human-computer interaction in wearables and human augmentation devices, and to improve the quality of life for individuals with disabilities. Founder of Infinity Labs Inc. and co-founder Spatial Canvas where he serves as CTO, Victor has been named one of the "20 in their 20s" by Crain's Chicago Business Magazine, and was also named by the Illinois Technology Foundation as one of their "Fifty for the Future." He's been featured in Forbes, WIRED, Daily Mail UK, and the Chicago Tribune.

Ivan Poupyrev, Ph.D., [Levi's® Commuter X Jacquard By Google](#)

As Director of Engineering and Technical Projects Lead at the Google's Advanced Technology and Projects (ATAP) division, Ivan Poupyrev, Ph.D., focuses on developing interactive technologies and products that reinvent what it means to live a digital lifestyle. Over the last 20 years he has been leading invention, development and production of breakthrough technologies within the fields of virtual and augmented reality, haptic interaction, wearables and smart

garments, 3D printing, manufacturing techniques and more. Prior to Google he was principal research scientist at the Walt Disney Imagineering research division and at Sony Corporate Research laboratories in Tokyo. Fast Company Magazine recognized him as one of the World's 100 Most Creative People.

Suzi Webster, [Electric Dreams](#) + [Barking Mad](#)

As a new media installation artist, Suzi Webster's explores ways in which technologies impact and shape our experiences of being human. Her current research centers on wearables that explore intersections between sculpture, performance, fashion, the human body and computing in a critical way. Recent exhibitions have included Node London; Artefact, at FACT in Liverpool, UK; Cyborgs: Man or Machine at the Science Museum in Newcastle UK and Codelive 2010 in Vancouver. Suzi completed a BFA at Emily Carr University and an MFA Media at the Slade in London, UK, and is currently faculty at Langara College in Vancouver.

Brent Marcus, Kris Matheney, Scott Susskind; [Quantum XPR](#)

Los Angeles-based consulting agency Quantum XPR partners with clients to make the innovation process easier and more successful. They specialize in strategy and ideation, advanced prototype design and production, interactive experience design, innovation lab development and more. Quantum XPR collaborated with *Wired to Wear* creators Victor Mativeetsi and Suzi Webster in creating SpiderSense and Electric Dreams, both on display in *Wired to Wear*.

John Rogers, Ph.D., the World's Smallest Wearable Device

Northwestern University professor John Rogers is the inventor on over 100 patents and patent applications, more than 70 of which are licensed or in active use by large companies and startups that he has co-founded. His research has been recognized with many awards including the Smithsonian Award for American Ingenuity in the Physical Sciences, the Lemelson-MIT Prize and a MacArthur Fellowship. He served as the Director of a Nanoscale Science and Engineering Center on nanomanufacturing, funded by the National Science Foundation and as Director of the Seitz Materials Research Laboratory. In 2016, he joined Northwestern University as the Louis Simpson and Kimberly Querrey Professor of Materials Science and Engineering, Biomedical Engineering, Mechanical Engineering, Electrical Engineering and Computer Science, Chemistry and Neurological Surgery. He is also the founding Director of the Center on Bio-Integrated Electronics.

Asta Roseway, [Microsoft Smart Tattoo](#)

Working in Human Computer Interaction at Microsoft Research, Asta's focus is at the intersection of art, technology, and science. She researches how this combination could help generate the next generation of emerging solutions for the environment, emotional health, social consciousness, and sustainability. A Parsons Schools of Design alumna, Asta helped to establish Microsoft's first ever Artist in Residence program that enables artists to work collectively with researchers. Some of the art that has come out of this program has been showcased at Ars Electronica, Biofabricate in New York, and the Seattle Art Museum. She co-founded Digigirlz, one of Microsoft's longest running diversity programs that aims to educate and inspire high school girls about the tech industry.

Paul Johns, [Microsoft Smart Tattoo](#)

Paul Johns is a senior research software design engineer in the Human Centered Computer Research Area at Microsoft, focusing on non-traditional interfaces. His current emphasis is on sensing, wearables, tangibles, and interfacing with biological systems. His passion is building applications that demonstrate cool new ideas and concepts that blend the worlds of art, science, and technology. You can find him working on desktop and mobile device applications,

microcontrollers, or services in the cloud. His work has also included studying the relationships between emotion, health, and work habits.

Sophie Oliveira Barata, [Stereo Leg](#) + [Synchronised Arm](#)

Founder of the Alternative Limb Project, Sophie Oliveira Barata uses prosthetics as an extension of the wearer's personality. Merging the latest technology with traditional crafts, her creations explore themes of body image, modification, evolution and transhumanism, while promoting positive conversations around disability and celebrating body diversity. Sophie enlists various specialists in fields such as 3D modelling, electronics, and cutting edge technology to create each piece of art. Clients have included Paralympic athletes, music performers, models and video game companies.

Dava Newman, Ph.D., [BioSuit™](#)

Dava Newman is professor of aeronautics, astronautics and engineering systems at the Massachusetts Institute of Technology (MIT). She is also the director of the Technology and Policy Program and a Margaret MacVicar faculty fellow. The BioSuit was created to outfit space explorers on Mars. Now, Newman and her team are also finding applications on Earth, researching ways to help infants and children that have brain damage that affects motor skills.

Becca McCharen-Tran, [Adrenaline Dress](#)

Becca McCharen-Tran is the founder and creative director of the fashion line Chromat. A graduate of the UVA School of Architecture, she explores the intersection of architecture, fashion and technology, and has created pieces for Beyoncé, Madonna, and Nicki Minaj. A Forbes 30 under 30 pick for "People Who Are Reinventing the World", McCharen-Tran is focused on bridging the worlds of technology and fashion through collaborations with engineers, artists and scientists. Her work also advocates for inclusion and diversity within fashion and within the LGBTQIA community.

Todd Harple, Ph.D., [Adrenaline Dress](#) + [Spider Dress](#)

As the Director of Innovation and Pathfinding Strategies at Intel, Todd Harple works in the field of "soft computing," focusing on integrating technology into fabrics. Todd has worked with designers Becca McCharen-Tran and Anouk Wipprecht to create the Adrenaline Dress and Spider Dress, respectively, two garments on display inside *Wired to Wear*.

Charles and Rob Corrigan, [AEXOS](#)

Advanced Exoskeletal Systems (AEXOS) is a design and technology company based in Ontario, Canada, which is advancing anatomical support in a wide range of applications. Founded in 2015 by Charles and Rob Corrigan, AEXOS' goal is to design biomechanically assistive technology that allows wearers to continue challenging physical limits while reducing risk of injury, stress, and strain on the body.

Lisa Lang, [Marlene Dietrich Dress](#)

Lisa Lang is a German technologist, international speaker, and founder of brands ElektroCouture and ThePowerHouse. From her experience as an entrepreneur, she has gained recognition as one of Forbes Europe's Top 50 Women in Tech, top 100 most influential people in wearable tech worldwide, one of 25 leaders in fashion and technology worldwide, and has been listed as one of the 50 most important women for innovation and startups in the EU.

Amy Winters, Ph.D., [Thunderstorm Dress](#)

Amy Winters, Ph.D., is the founder of material-technology studio Rainbow Winters. She holds a Ph.D. in interactive textiles from the Royal College of Art, and a BA (Hons) in performance design from Central Saint Martins in London. Rainbow Winters develops soft materials that

interact with external influences such as light sound, speed and moisture. During Amy's doctoral studies at the RCA, she identified and cultivated a design-led approach toward the invention of materials for soft robotics. Amy has been featured in WIRED, WWB, Vertu Magazine, Trend Hunter, Vice Style, Stylist, The Guardian and Marie Claire. Shows, exhibitions, and presentations include International CES; CREATE, Brown Thomas, Dublin; Made in Future, Milan; Clever Dressing, Dana Centre, London; Science Gallery, Dublin; Hacking Arts, MIT, Boston; and The House of Lords.

Anouk Wipprecht, [Spider Dress](#) + [Agent Unicorn](#)

Producing an impressive body of tech-enhanced designs, Anouk Wipprecht combines the latest in science and tech to make fashion an experience that transcends appearances. She researches and develops the experience of our future wardrobe as we continue to embed technology into what we wear. Anouk has partnered with companies such as Intel, Autodesk, Google, Microsoft, Audi, Swarovski, and Materialise. She travels between San Francisco, Los Angeles, and Amsterdam.

Melissa Coleman, Leonie Smelt and Joachim, [Holy Dress](#)

Rotterdam-based artist Melissa Coleman is an artist, curator and creative technologist who explores the relationship between fashion, politics and technology. She exhibits worldwide and her work has been covered by New Scientist, Wired, The Guardian, Vogue, Fast Company and Dezeen. She co-founded Rotterdam's V2_E-textile Workspace and E-Stitches meetup at the Victoria and Albert Museum in London. She was part of the core team that created Hackaball, a connected ball that teaches kids coding, which was named one of TIME Magazine's best inventions of 2015.