

OVA Leadership Team



Harold Dumur is the CEO and Co-founder of OVA. After setting up initial funds at BDC and the National Bank Accelerator program, he spent a year in Beijing on the ViveX Accelerator, winning the G20 Young Entrepreneurs' Summit pitch contest. Since then, Harold has participated in several VR/AR summits as a key speaker. The young Quebecois entrepreneur is also a Museum of Civilization board member. Harold studied Engineering at Laval University, and holds a certification in Six Sigma Green Belt from McGill University. Prior to founding OVA, Harold worked as an industrial engineer for the Kerry Group (LON:KYGA).



Lucie Rivard is the COO and Co-founder of OVA. Earlier in her career, she occupied the position of Bureau de Télématique Director at the University of Quebec's TÉLUQ; she is also a former lecturer at Laval University (2004-2017), where she co-wrote the book *Gestion Stratégique des Connaissances*. Lucie founded EPC Consulting, an all-in-one platform focused on collaborative environments, the Web, and enterprise architecture. EPC was sold to CGI in 2001, but Lucie stayed on as Senior Manager VP Development and Innovation until her departure three years later. She then became VP Strategy Officer for the startup GP3 (acquired by OSI) where she helped grow the business by 30% through lucrative million dollar contracts won as a result of her efforts. Lucie then joined Deloitte in 2010, where she served as Senior Director of Consulting Development for the Québec Public sector. OVA is her third venture into the innovation space, and her involvement is central to the company's growth.



Pierre-Luc Lapointe is the Director of Design and Research at OVA. He leads the vision behind the StellarX project, and directs research in Space and Immersive Computing. For 11 years, he has been designing and developing immersive experiences where the fields of Virtual and Augmented Reality, video games, and multimodal interfaces intersect. He has developed projects for Quebec City, Hydro Quebec, and the Royal Canadian Navy. Pierre-Luc holds a Master's and a Bachelor's Degree in Visual and Media Arts from École des Arts Visuels de l'Université Laval.



Keith Beaudoin is the Head of Product at OVA. He has 14+ years of experience in start-ups, and on many technological projects for Fortune 50 companies like Google and Apple. In his early years, he was a Software Developer at Poly9 (2006 - 2010, acquired by Apple in 2010); he then became the Co-founder of AptGeek Technologies (2010 - 2014) and, before OVA, he was the Project Manager and Operations & Releases Manager at AmpMe (2015-2019). Keith holds a Bachelor's Degree in Computer Sciences, and his expertise fields are the Web, mobile, and XR technologies.



Félix LeBlanc is the VP of Partnerships and Sales Manager at OVA. Félix has been a serial entrepreneur since his teens, opening his Bike Shop at age 19 and, later, jumping on the Simfusion team as a Partner and Operational Manager. His tech-innovations' interest led him to co-found AzzaVR, a digital startup specializing in real estate 3D visualization tools. Since last year, Felix has joined the team at OVA. Félix owns a Bachelor's Degree in Marketing, and another in Business Administration, both from ESG UQAM.



Mathieu Boulanger is the Chief AI Officer at OVA. He obtained his Ph.D. in Neuroscience from McGill University in 2015, and then completed two postdoctoral fellowships, one in the laboratory of Anouk Lamontagne (U. McGill) and the other in the laboratory of Jocelyn Faubert (U. Montreal). Throughout his academic career, Mathieu has developed an expertise in the capture of eye movements and their impact on vision. He then joined the R&D and Human-Computer Interaction (HCI) team at Thalmic Labs (2017-2018) (a.k.a. North), where he participated in the development of AR (i.e. Focals) glasses. His growing interest for AI then led him to complete a Deep Learning Nanodegree from Udacity, and then to join Beam Me Up Labs (2018-2020), a Montreal-based AI firm, as Scientific Director. While with BMU Labs, Mathieu led the AI and Product Development team. Earlier in his academic training, Mathieu also completed a B.Sc. in Psychology and obtained a certification from Alvaro Pascual-Leone's laboratory (Harvard University), where he learned techniques on how to use TMS in biomedical research.



Samantha Bilodeau is an Experience Designer at OVA. Before joining the OVA team, she founded a business, which specialized in Human-Computer Interaction Design for AI where she collaborated with some of the industry's leading tech giants to develop multimodal, conversational virtual assistants. Her academic background includes M.A. studies in English, a Bachelor's Degree in Education with a Linguistics Major, a Technical Degree in Specialized Education, as well as a Professional Certificate in Human-Computer Interaction for User Experience Design from MIT's CSAIL (Computer Science & Artificial Intelligence Lab). Samantha's passion for people, language, and technology empower her to design meaningful and impactful human-centered experiences that inspire change and make a difference.



Shuo Pang is a Senior Developer at OVA. Shuo develops AR/VR applications for businesses. Shuo obtained a Bachelor Degree in Computer Science and Technology (2002-2004) from Ningxia University and a Masters Degree (2005-2008) in Computer Software Engineering from Beihang University. Shuo worked in the computer game industry while with Beijing Bele Interactive Software Development Company (2006-2012) and in the VR game industry while he worked for ShadeRealm Co., Ltd (2015-2019). Shuo also taught Computer Game Design at Peking and Beijing University of Technology (2008-2014). Shuo also has significant experience in the field of Human Computer Interaction (HCI) with work performed with Suzhou Crenovator Co., Ltd, and Beijing ShadeRealm Co., Ltd. He led teams whose tasks were to create an animation tool to produce runtime animations, use Kinect as a motion capture tool, and combine all this with voice tracking and text/picture to perform a tv-show-like animation program. Shuo also developed VR/AR applications for businesses like Alibaba while with ShadeRealm Co., Ltd (2015-2019), and continues this work now with OVA.



David Carrier is the Chief Financial Officer at OVA. With 12+ years of experience in finance, David has consistently brought value to the teams he has worked with or led, and has held key roles in various large world-class organizations. David brings years of experience in Financial Management from recent experience as the Financial Manager for a publicly traded company, SNC-Lavalin Group Inc. (2014-2020); SNC-Lavalin is one of the largest world-leading engineering and project management companies. As a deputy to the VP of Finances at SNC-Lavalin, David managed teams responsible for overall accounting, financial planning and analysis, reporting, and risk management. He was closely involved in all aspects of financial operations at the consolidation level. At Joseph Ribkoff (2019-2020), a worldwide top luxury apparel brand, David held a Director of Finance position. David holds a Chartered Professional Accountant (CPA, 2015) designation and a B.A.A. degree from HEC Montreal (2013), and works out of our Montreal office.