

Orbit Technologies Inc. Raises \$500k Pre-Seed Round

Dorm-room startup Orbit Technologies Inc. raises \$500k in oversubscribed pre-seed round to build immersive neurotechnologies for virtual reality.

WASHINGTON, DC, UNITED STATES, November 7, 2023 /EINPresswire.com/ -- Orbit Technologies Inc. today announced a round of series pre-seed funding of \$500,000 from gaming venture capital firm Dune Ventures.

"Backing Orbit was an easy decision," says David Brillembourg, Founder at Dune Ventures. "Their groundbreaking approach promises to redefine how we interact with games, creating immersive experiences that were once the realm of science fiction."



Orbit cofounder & CEO Steven Pang presenting for the Leonsis Family Entrepreneurship Prize.

Described as "amazing," "magical," and "the coolest thing I've ever seen" by early testers, Orbit's new device makes the virtual experience hyper realistic — verging on indistinguishable from reality.

“

Backing Orbit was an easy decision. Their groundbreaking approach promises to redefine how we interact with games, creating immersive experiences that were once the realm of science fiction."

*David Brillembourg, Founder
at Dune Ventures*

"We've created something really magical," says Steven Pang, Cofounder and CEO of Orbit. "It's going to change how humans interact with the digital world."

Since being founded by two students in a dorm room at Georgetown University in February of 2023, Orbit has built a slew of breakthrough neurostimulation technologies. They have also won over \$50,000 at pitch competitions and participated in several of Georgetown University's flagship entrepreneurship programs.

The half million dollars from Dune VC will be used to get their product production ready, gearing for a pre-sale launch in Q2 of 2024.

“Non-invasive consumer neurotech is right around the corner, and most people have no idea,” says Colton El-Habr, Cofounder and CTO of Orbit Technologies Inc. “That’s really really cool!”

About Orbit Technologies Inc.: Orbit makes non-invasive brain-computer interfaces to enhance gaming and virtual reality. Their new device sits behind the ears and creates hyper-immersive illusions of movement for gamers by sending electrical signals to the movement centers of their brains.

###

Other Materials:

Media:

<https://wtop.com/business-finance/2023/10/ted-leonsis-donates-5m-to-georgetown-universitys-bark-tank-competition/>

<https://www.bizjournals.com/washington/inno/stories/news/2023/10/27/ted-leonsis-georgetown-university-bark-tank.html>

<https://msb.georgetown.edu/news-story/georgetown-entrepreneurs-win-125000-in-prizes-during-annual-bark-tank-pitch-competition/>

https://myemail.constantcontact.com/Update-from-Georgetown-Ventures--Pre-Seed-Round--Bark-Tank--and-more.html?soid=1140609002936&aid=Xv1-WqAZ_Xw

<https://thehoya.com/bark-tank-winners-take-home-125000-for-their-startups/>

Video of the August prototype - integration with Virtual Reality

https://drive.google.com/file/d/1WLfHmviEg4mfL5jKjk8Q4m_-oypjhaf4/view?usp=sharing

Video of a company side project: steering wheels for humans

https://drive.google.com/file/d/1atBkwfF_UYDtNsW03EINbGJUqGybZ1oc/view?resourcekey

Pictures:

https://drive.google.com/drive/folders/1Xid41ejEKdcnqclGIS_xCEHd7lhMc2Ns

Steven Pang

Orbit Technologies Inc.

+1 626-818-9957

[email us here](#)

This press release can be viewed online at: <https://www.einpresswire.com/article/666705632>

EIN Presswire's priority is source transparency. We do not allow opaque clients, and our editors try to be careful about weeding out false and misleading content. As a user, if you see something we have missed, please do bring it to our attention. Your help is welcome. EIN Presswire, Everyone's Internet News Presswire™, tries to define some of the boundaries that are reasonable in today's world. Please see our Editorial Guidelines for more information.

© 1995-2023 Newsmatics Inc. All Right Reserved.