

CONNOR DICKIE

Co-Founder & CEO Synbiota Inc.

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PROFILE Experienced leader, multi-disciplinary researcher (HCI & Biotech), and self-starter who is deeply interested technology and it's ability to re-shape our world. Comfortable with uncertainty, and drawn to projects that require unconventional or unknown solutions.

EDUCATION **GSP**, Exponential Solutions (2010)
Singularity University, NASA Ames, CA. USA.

Bachelor of Arts, Film & Media (2010)
Queen's University, Kingston, ON. Canada.

Invited Student, Media Arts & Sciences (2006)
MIT Media Lab, Cambridge, MA. USA.

EXPERIENCE **Synbiota Inc.**, Co-Founder & CEO 2013 - present
Pioneered consumer Synthetic Biology by radically lowering barrier-to-entry, and cost-of-failure for genetic engineering. Our success in this space spawned a global movement in accessible genetic engineering. Synbiota paired a web-based DNA development, collaboration, and data management platform with a simple, standardized genetic-engineering kit. This technology enabled the decentralized bio-production of valuable products like pigments, scents, living sensors, and medicine, without a Ph.D, or million dollar lab.

SOSVentures, Mentor 2014 - present
Aligned the pieces for the inaugural IndieBio Synthetic Biology Accelerator in Cork, Ireland. This was world's first large tech VC investment (8 startups @ \$250k each) into a cohort of synthetic biology startups. This has sparked a greater interest in tech VC firms to invest in biotech. The program has been duplicated in San Francisco, and has accelerated over 100 biotech startups in total.

SynBERC, Fellow 2015
Advised officials at the PHAC, FDA, EPA, DOD, FBI, DHS, and OSTP about decentralized bio-manufacturing, and how it can change the way medicines, materials, food, and fuel are created and distributed. SynBERC is a major U.S. research program to make biology easier to engineer.

Mozilla Labs, Fellow 2011-2012
One of the first Fellows at Mozilla Labs. Stewarded Mozilla's foray into open biotech. Released *GENtle 2* web DNA development tools.

InteraXon Inc., Director R&D 2008 - 2010
Drove research and development of a number of non-invasive brain-computer interface experiences, including installations at the Premiere of Ontario's Innovation Awards, Province of Ontario's Wings of Innovation, and at Ontario House at the 2010 Winter Olympics. IP gained from these experiences was commercialized as the Muse Brainwave Sensing Headband.

Kameraflage Inc., Founder, CEO & CTO 2007 - 2010
Involved in every aspect of the development, financing, and commercialization of an award-winning early Augmented Reality display technology, including working with suppliers, manufacturers and regulatory bodies, to licensing, and intellectual property management. Awarded US Patent #8,531,308.

MIT Media Lab, Research Associate 2006 - 2007
Developed and built a number of Context-Aware Computers as an extension of the Attentive User Interface (AUI) work I did at the Human Media Lab. One of the projects at MIT turned into research at PepsiCo. The "Attentive Vending Machine" was showcased at WIRED NextFest in NYC, as well as an installation at PepsiCo. HQ. Aspects of the project continue to be included in vending devices from PepsiCo., and was awarded US patent #8,594,838.

Human Media Lab, Research Associate 2001 - 2005 & 2011
Developed, built and published a series of projects based on, and extending the Attentive User Interface (AUI) paradigm. Using a number of sensing methods, including eye-trackers, and eye-contact-sensors, computers became considerate of a user's limited attentional resources. One of these projects; the Attentive Television was awarded US Patent #8,672,482, and commercialized by SAMSUNG as "Smart Pause" and "Smart Scroll" on Galaxy smartphones.

SELECTED PROJECTS

#Sciencehack, DIY Bio-Manufacturing 2014
This collaboration between Synbiota Inc., and Genomikion Inc. (both Synbiota companies) leveraged genetic engineering, distributed bio-manufacturing, and the Synbiota web community to collaboratively design a micro-organism that expressed the greatest ability to produce violacein, a valuable anti-cancer molecule. Forbes called it "most ambitious distributed science project".

Kameraflage, Augmented Reality 2007
An early commercial Augmented Reality display technology that works by embedding invisible content (nIR) in advertising posters. Invisible content is revealed through the viewfinder of any digital camera equipped device. No software, or network needed. Licensed by:

Electronic Arts, Diageo, AKQA. Awarded patent #8,531,308, and a Market Readiness Program grant from MaRS Discovery District.

Samsung, Smart Pause & Smart Scroll 2002

This HCI & Computer Vision project was commercialized in 2013 by Samsung as the Smart Pause and Smart Scroll feature on Galaxy smartphones. These applications would play media content only when the user looked at the screen, and would automatically pause playback when user looked away. Installed base: >100 million.

SELECTED PUBLICATIONS

FlexCam: using thin-film flexible OLED colour prints as a camera array
Connor Dickie, N. Fellion, R. Vertegaal. CHI 2012.

LookPoint: an evaluation of eye input for hands-free switching of input devices between multiple computers

Connor Dickie, J. Hart, R. Vertegaal, A. Eiser. AUS CHI 2006.

Augmenting and sharing memory with eyeBlog

Connor Dickie, R. Vertegaal, D. Fono, C. Sohn, D. Chen, D. Cheng, JS. Shell, O. Aoudeh. ACM CARPE 2004.

Eye contact sensing glasses for attention-sensitive wearable video blogging

Connor Dickie, R. Vertegaal, JS. Shell, C. Sohn, O. Aoudeh. CHI 2004.

Designing attentive cell phone using wearable eye contact sensors

R. Vertegaal, **Connor Dickie**, C. Sohn, M. Flickner. CHI 2002.

AWARDS

Finalist: SXSW Interactive, 2016.

Winner: CIX Top 20, 2015.

Winner: SXSW Interactive Accelerator, 2014.

Winner: Coolest Technology Award, CTA@Boston, 2014.

Winner: Most Innovative Technology Award, Hacking Health, 2012.

Winner: Top 100 Innovation of the Year, Thailand Textile Inst. 2008.

SKILLS

Human

leadership, finance, strategy, media, sales, legal, event, relations, pr, mediation, public speaking, engineer-speak translator.

Technical

programming, scripting, modelling, signal processing, electrical, power supply, pcb, nIR optics, networks, genetic engineering, bio manufacturing, IP & patent, rapid prototyping, aws, blockchain.

Design

camera, lighting, video, sound, edit, animation, writing, publish, photoshop, 3D print, 3D scan, blender, unity.