

# Philippe Vo

[philippe.vo.nam@gmail.com](mailto:philippe.vo.nam@gmail.com) • <+1 438 992 4440>

• <https://github.com/philippeVoNam>

## Education

- 2017-2021**      **BSc, Computer Engineering**; Concordia University (Montreal, QC)  
*Member of the Institute for Co-operative Education*  
*GPA 3.38*
- 2015-2016**      **BSc, Mechanical Engineering**; Concordia University (Montreal, QC)  
*65.25 credits*
- 2015**            **DEC, Applied Sciences**; Champlain College (St-Lambert, QC)

## Experience

### Head of Software & Co-Founder :

*DropGenie (Boston, MA)*

*September 2018-Present*

- Co-Founded DropGenie, a biotech startup working at the intersection of biology and engineering to streamline gene editing pipelines.
- Principle role was to oversee all matters in the company relating to software.
- Developed multiple in-house applications from scratch to run the digital microfluidics hardware system.
- Developed an application that allowed our digital microfluidics hardware system to move droplets of liquid.
- Help developed with an external consultant, a website application to be used by clients of Drop-Genie.
- Lead the development of an in-house database infrastructure to be able to store and use the data produced, efficiently.
- Technical Skills used : GUI programming, embedded systems programming, multi-threading, database design.
- Skills acquired: research, teamwork, time management, communication, planning, managing, working with consultants.

### Research Assistant :

*Concordia University (Montreal, QC)*

*September 2016-2017*

- Worked in a research laboratory specialized in Digital Microfluidics (liquid handling technology).
- Created three software systems, a GUI (Graphical User Interface) to control a Digital Microfluidics automation system, an automatic absorbance reader (AIMS) and an image-based feedback system for Digital Microfluidics.

- Collaborated with other lab members coming from other fields such as Biology, Electrical and Material Engineering.
  - Published my research project on my image-based feedback system in the “Lab on a Chip” journal.
  - Link to my research [paper abstract](#)
  - Technical Skills used : GUI programming, embedded systems programming, computer vision.
  - Skills acquired: research, teamwork, time management, communication, planning.
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## Hackathons

### **ConUHacks 2019**

*Concordia University (Montreal, QC)*

- Participate in the annual Concordia Hackathon
    - Built an application that would use a machine learning based image analyzer to detect if a image sent is inappropriate or not.
    - If an image was detected as inappropriate, it would be replaced with another image.
    - This is to protect the viewer from receiving any unsolicited images.
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## Projects

### **Music Player with Synced Lyrics (Pixel Singer) (Personal)**

*Home (Montreal, QC)*

- Objective : Make a music player that could print out the lyrics in sync with the song.
- Technical skills : working with APIs
- Skills acquired : problem analysis
- <https://github.com/philippeVoNam/pixel-singer>

### **Design of a Graphical user Interface for Digital Microfluidics (Academic)**

*Concordia University (Montreal, QC)*

- Objective : To build a Desktop application to allow easy manipulation of a Digital Microfluidics automation system using Matlab. (ie. moving droplets, reading sensors , ...)
  - Learned how to operate a micro controller (Arduino).
  - Learned about programming Graphical User Interfaces and embedded systems.
  - Presently being used in the Shih lab for their Digital Microfluidics automation systems.
- Technical skills : basic electronics, micro controllers (Arduino), Matlab, GUI programming
- Skills acquired : research, teamwork, problem analysis
- [link](#) for more information

### **Design of an Image-based Feedback System for Digital Microfluidics (Academic)**

*Concordia University (Montreal, QC)*

- Objective : To use a camera to track and move droplets on a Digital Microfluidics chip.
- Created an algorithm to track and move droplets by implementing computer vision.

- Published a research paper regarding this project in the “Lab on a Chip” journal.
- Chosen to go to the uTAS Conference to present this project and was nominated for best poster presenter.
- Technical skills : Matlab, computer vision
- Skills acquired : research, problem analysis, teamwork
- [link](#) to my research paper abstract

## Awards and Distinctions

### **Employers’ Choice Award**

*May 2017, Co-op Institute at Concordia University*

- Co-op awards committee reviewed all nominations from their employer contacts and I was the recipient for this award in 2017. Nominated by my employer Steve Shih from Concordia University.

### **USRA Scholarship**

*Jan 2017, Natural Sciences and Engineering Research Council of Canada*

- Undergraduate Student Research Award is given by the Natural Sciences and Engineering Research Council of Canada based on candidates academic record and research aptitudes.

### **Merit Scholarship Program in Information Sciences, Computer Engineering and Construction of Computers, and Electrical, Electronic and Communications Engineering**

*Jun 2021, Government of Quebec*

### **Concordia Entrance Scholarship**

*Dec 2016, Concordia University*

- A scholarship given to entering students at Concordia University which have been able to distinguish themselves academically.

## Extra Section

- Experience Abroad: Vietnam • United-States • Switzerland • Hong Kong • Thailand • Morocco • France
- Sports: Ski • Tennis • Badminton (Multiple medals won throughout 2008 to 2012)
- Passions: Robotics • Online Gaming • Piano (8 years)