# Lukas Fischer, PhD

L.fischer@protonmail.com 857-300-9170 Lfischer.org

Passionate scientist with a computer science and neuroscience background, and 15 years of experience investigating neural time-series data.

## Experience and education

#### Merck – Senior Specialist

08/2022 - present

- Lead cross-functional team to develop self-supervised models for high-throughput imaging and multiomics data
- Implemented data analysis pipelines on high-performance computing and cloud platforms.

#### Massachusetts Institute of Technology – Postdoc, Research Scientist

2015 - 08/2022

- Conceived and lead projects to identify how biological neural networks process visual information during navigation utilizing rodent virtual reality systems.
- Implemented GLM and Bayesian models to identify nature and accuracy of information contained in neural network activity.

#### University of Edinburgh, UK - PhD Neuroscience, Graduate Researcher

2010 - 2015

- Thesis: Development of Virtual Environments to Investigate Path Integration in Mice
- Designed and built virtual reality system for rodent research (http://mousevr.blogspot.com/).
- Developed a rapid prototyping pipeline consisting of 3d-modelling, 3d milling and automation to semi-autonomously train mice in virtual environments.

#### **University of Bristol, UK-** BSc. Neuroscience, Undergraduate researcher

2007 - 2010

 Developed innovative signal processing algorithms to detect rhythmic events and spatially tuned neural activity in electrophysiological multichannel recordings.

**University of Central Lancashire, UK -** BSc. Computer Science, Undergraduate researcher 2006 – 2007

Designed and implemented software to build multi-compartment models of neurons.

### Technical profile

- Programming: Python (Numpy/Scipy/Pandas/Scikit-Learn, Pytorch, Matplotlib, Jupyter), R, C/C++,
  Matlab, HDF5, Tensorboard, SQL
- Statistics, ML/AI Statistical modelling, GLMs, mixed-effects models, Bayesian modelling, supervised/unsupervised deep learning
- Tools and platforms: Unix, Windows, Amazon AWS, Git/Github, Dockers, Mbed, Arduino/Teensy, Git
- Hardware development: Rapid prototyping (3d printing/3d milling), 3d modelling (Autodesk Inventor), Electronic circuit design (Eagle)

## Leadership and organizational skills

**Project management**: Conceived, planned and executed scientific studies which have been published in peer-reviewed scientific journals.

**Mentoring and leadership**: Trained and mentored teams of up to 5 people. All who have graduated have since joined MD, PhD or MD/PhD programs.

**Organization**: Initiated deep learning journal club in industry setting to create idea exchange and networking form in a global organization. Organized and ran seminar series for postgraduate students and postdocs.

**Public speaking**: Extensive practice from presenting in scientific contexts and as trainer of Bristol University Model United Nations, which allowed me to teach public speaking skills to new students.

#### Grants & awards

- 1st Place Austrian Marshall Plan Poster Award (2020)
- PhD Scholarship, 4 years, funded by the BBSRC (Biotechnology and Biological Science Research Council) – University of Edinburgh (2010 - 2014)
- Prize for best poster in the category Systems Neuroscience Edinburgh Neuroscience Day 2014
- Neuroresearchers Fund Training Grant (2013)
- Welcome Trust stipend for summer internship University College London (2009)

## Selected publications and conference proceedings

- **Fischer, L.,** Xu L., Murray K., Harnett M. T. Somatodendritic computation for landmark-based self-localization in retrosplenial cortex. *In preparation*.
- Weihua D.\*, **Fischer L.\***, ..., Harnett M. T., Shiqian S., Highly synchronized cortical circuit dynamics mediate spontaneous pain in mice. *J Clin Invest.* 2023;133(5):e166408.
- Fischer, L., Mojica Soto-Albors, R., Buck, F., & Harnett, M. T. (2020). Representation of visual landmarks in retrosplenial cortex. ELife, 9, 811430.
- Pakan, J. M. P.\*, Currie, S. P.\*, **Fischer, L.\***, Rochefort, N. L. (2018). The Impact of Visual Cues, Reward, and Motor Feedback on the Representation of Behaviorally Relevant Spatial Locations in Primary Visual Cortex. Cell Reports, 24(10), 2521–2528.

For a full list of publications please visit Lfischer.org