Han Zhang

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EDUCATION

The Johns Hopkins University

Aug. 2022 – Dec. 2023

Master of Science; Biomedical Engineering

GPA: 3.80 / 4.0

Relevant course: Deep Learning, Computer Vision, Augmented Reality, Computer Integrated Surgery I&II, Medical Robot Design, Haptic Interface Design, Robot Device Kinematics Dynamics and Control, Algorithms for Sensor-based Robotics

University of California, Davis

Sept. 2018 – Jun. 2022

Bachelor of Science; Biomedical Engineering with Honors

GPA: 3.79 / 4.0

Relevant course: Data Structure, Biomedical Signal and Control, Biomedical Imaging System, Clinical Application of Biomedical Device Design, Biotransport Phenomena, Neuroengineering

RESEARCH EXPERIENCE

Neural Digital Twins for Reconstructing Complex Medical Environments

July. 2023 – Present

Advisor: Prof. Mathias Unberath

ARCADE Lab, Johns Hopkins University

- Created 3D digital twins of complex medical environments and objects using Neural Surface Reconstruction.
- Built a VR environment using Unity3D for the surgical digital twin manipulation and user interaction.
- Set up a user study to reveal significantly increased perceived utility and presence using neural reconstruction-based environments, combined with higher perceived workload and exploratory behavior.

Autonomous X-ray Image Acquisition and Interpretation System

July. 2023 – Present

Advisor: Prof. Mathias Unberath

ARCADE Lab, Johns Hopkins University

- Aim to build autonomous robotic system to reduce excess X-ray acquisition for percutaneous fracture fixation.
- Developed an augmented-reality system using Microsoft HoloLens 2 to enable the K-wire insertion dynamic real-time guidance and error calculation based on preoperative CT scan and intraoperative X-ray images.
- Implemented CT scan and patient registration using NDI tracking system to perform corridor interpretation.
- Designed and fabricated a surgical drill attachment using CAD enables reflective IR tracking and navigation.

Investigation on Engagement among Surgical Teams through Virtual Reality

Jun. 2023 – Sept. 2023

Advisor: Prof. Mathias Unberath

ARCADE Lab, Johns Hopkins University

- Investigated the cooperation and engagement in surgical teamwork using multiplayer virtual reality simulator.
- Developed the test scenarios for collaborative image-guided surgery using Unity3D and ZMQ networking.
- Created a training curriculum and UI control panel for percutaneous pelvic fixation standard anatomical view.
- Set up a user study demonstrating that exposure to surgical workflows can also benefit non-surgical members.

Recreating Pelvic Trauma Surgery in Virtual Reality

Jan. 2023 – Jun. 2023

Advisor: Prof. Russell H. Taylor & Prof. Mathias Unberath

ARCADE Lab, Johns Hopkins University

- Led the development of a multiplayer VR simulator for pelvic trauma surgery for orthopedic surgeons training.
- Implemented C-arm fluoroscopy device positioning and virtual surgical instrument interactions in VR environment, utilizing real-time digitally reconstructed radiographs(DRR) to generate simulated X-ray images.
- Created a realistic simulation using custom algorithms to mimic the precise insertion of Kirschner-wires into human tissue, incorporated haptic feedback for a tactile experience mirroring real-world interactions.
- Utilized ZeroMQ networking to capture X-ray snapshots data, muti-user synchronization, and objects pose information for replaying and further analysis.
- This work was present in JHU LCSR Industry Day and featured in <u>LINK Award</u>.

Surgical Skill Assessment in XR Using Eye Tracking

Feb. 2023 - Jun. 2023

Advisor: Prof. Ehsan Azimi

Ehsan Azimi · Department of Computer Science, Johns Hopkins University

- Developed an augmented reality pipeline using C# to facilitate objective evaluation of trainee surgical skills.
- Implemented hand pose, eye gaze, and marker tracking utilizing Unity3D and Vuforia Engine through HoloLens 2, enabling generation of heat maps for in-depth gaze and skill analysis.
- Streamlined efficient data storage and retrieval with MangoDB to provide automatic analysis.
- Conducted a pilot study to refine the methodologies and extract gaze features between naïve and expert.

Surgical Phase Recognition from X-ray Image

Jan. 2023 – Mar. 2023

Advisor: Prof. Mathias Unberath

ARCADE Lab, Johns Hopkins University

• Aim to create a surgical phase recognition model for X-ray-guided percutaneous pelvic fracture fixation based

- on AI-generated X-ray image.
- Conducted the cadaver study to verify the model effectiveness and performed the data analysis using Python.
- Created the 3D models of the surgical tools using Solidworks for realistic X-ray simulation.

3D Hapkit: 3-degree-of-freedom (DOF) Haptic Device

Jun. 2022 - Dec. 2022

Advisor: Prof. Jeremy Brown

Haptics and Medical Robotics Laboratory, Johns Hopkins University

- Used Solidworks to design and fabricate 3-DOF kinesthetic haptic device based on delta parallel mechanism.
- Utilized the Arduino and I2C protocol to achieve data communication and calculation of forward kinematics.
- Created a virtual environment using Processing library for rendering haptic interaction with virtual objects.

Radiolucent Hand and Wrist Fixation Device Senior Capstone Project

Sept. 2021- Jun. 2022

Advisor: Prof. Robert M. Szabo

Department of Orthopedics, UC Davis Health

- Designed and fabricated a device using Solidworks and rapid prototyping that stabilized patients' upper extremities during C-arm fluoroscopy to prevent surgeons' hands from radiation exposure.
- Created and optimized multiple designs using Finite Element Analysis to accommodate clinician need.
- Showcased as a model example for future students, highlighting exceptional design and documentation skills.

PUBLICATIONS

- H. Zhang & B. D. Killeen (co-first authors) et al.: Stand in Surgeon's Shoes: Virtual Reality Cross-training to Enhance Teamwork in Surgery. *The 15th International Conference on Information Processing in Computer-Assisted Interventions*. In Review.
- C. Kleinbeck, H. Zhang, et al.: Neural Digital Twins: Reconstructing Complex Medical Environments for Spatial Planning in Virtual Reality. The 15th International Conference on Information Processing in Computer-Assisted Interventions. In Review.
- B. D. Killeen, **H. Zhang**, et al.: Pelphix: Surgical Phase Recognition from X-ray Images in Percutaneous Pelvic Fixation. The 26th International Conference on Medical Image Computing and Computer-Assisted Intervention. https://doi.org/10.1007/978-3-031-43996-4 13
- **H. Zhang**, et al.: 3D Hapkit: A Low-Cost, Open-Source, 3-DOF Haptic Device Based on the Delta Parallel Mechanism. 2023 IEEE World Haptics Conference, July 10-13, Delft, Netherlands.

PRESENTATAIONS & DEMOS

• IEEE World Haptics 2023 Conference, Delft, Netherlands July 2023

"3D Hapkit: 3-degree-of-freedom (DOF) Haptic Device using a Delta Parallel Mechanism"

• Johns Hopkins University LCSR Industry Day, Baltimore, USA "Pelvis VR: Recreating Pelvic Trauma Surgery in Virtual Reality"

• 2022 UC Davis College of Engineering Design Showcase, Davis, USA

"THF:Radiolucent Hand and Wrist Fixation Device For Intraoperative Fluoroscopy"

ACTIVITIES

Teaching Assistant, Whiting School of Engineering, Johns Hopkins University

Aug. 2023 - Present

- Haptic Interface Design for Human-Robot Interaction (EN 530.491/691).
- Intro to Augmented Reality (EN 601.454/654).

Team Leader in Microfluidics, BioInnovation Group at University of California, Davis Sept. 2021 - Jun. 2022 Reviewer International Conference on Information Processing in Computer-Assisted Intervention (IPCAI) 2024

AWARDS

•	Best Project Award in Computer Integrated Surgery II, Johns Hopkins University	May 2023
•	Best Project Award in Haptic Interface Design, Johns Hopkins University	Dec. 2022
•	Excellence in Manufacturing Award at Senior Design, University of California, Davis	Jun. 2022
•	Dean's Honor List, College of Engineering, University of California, Dayis	Oct. 2021

TECHNICAL SKILLS

- Programming Languages: Python, MATLAB, C#, C++
- Tools: Unity, ROS, Arduino IDE, 3D Slicer, LaTeX, PyTorch, Git, Simulink
- CAD Software: Blender, Solidworks, 3DS Max
- Manufacturing: 3D Printing, CNC, Laser Cutting, Drilling, Welding
- Wet Lab: Cell Culture, 3D Bioprinting, Microscopy