

HAOWEN (JOHN) WEI

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EDUCATION

Columbia University

Sep 2022 - May 2024

- Master of Computer Science (Thesis Track), GPA: 3.81/4.00
- Thesis: From Brain-Computer Interfaces to AI-Enhanced Diagnostics: Developing Cutting-Edge Tools for Medical and Interactive Technologies. [Paper](#)
- Brain-Computer Interfaces & Human-Computer Interaction

Worcester Polytechnic Institute

Aug 2018 - May 2022

- Bachelor Of Computer Science & Electrical and Computer Engineering (Double Major), GPA: 3.91/4.00
- Mechanical Engineering (Minor)
- 2022 Second Best Undergraduate Major Qualification Project ([IndexPen](#))

RESEARCH INTEREST

Brain-Computer Interfaces (BCI), Human-Computer Interaction (HCI), Virtual Reality (VR), Augmented Reality (AR), Deep Learning, Machine Learning, Computer Vision, Neuroimaging (fMRI, EEG), Brain Stimulation (TMS, TES), Signal Processing, Mobile and Ubiquitous Computing.

PUBLICATIONS

- Ziheng Li*, **Haowen Wei***, Ziwen Xie, Yunxiang Peng, June Pyo Suh, Steven Feiner, Paul Sajda. “PhysioLabXR: A software platform for real-time multi-modal, brain-computer interfaces and extended reality experiments.” Journal of Open Source Software, Sep 2023. [Paper](#), [GitHub](#)
- **Wei, Haowen***, Ziheng Li*, Alexander D. Galvan, Zhuoran Su, Xiao Zhang, Kaveh Pahlavan, and Erin T. Solovey. “IndexPen: Two-Finger Text Input with Millimeter-Wave Radar.” Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies 6, no. 2 (2022): 1-39. [Paper](#), [Video](#), [Dataset](#)
- Xie, Xing, **Haowen Wei**, and Yongjie Yang. “Real-Time LiDAR Point-Cloud Moving Object Segmentation for Autonomous Driving.” Sensors 23, no. 1 (2023): 547. [Paper](#)
- Su, Zhuoran, Kaveh Pahlavan, Emmanuel Agu, and **Haowen Wei**. “Proximity Detection During Epidemics: Direct UWB TOA Versus Machine Learning Based RSSI.” International journal of wireless information networks 29, no. 4 (2022): 480-490. [Paper](#)
- Cheng, Shiyu, Kaveh Pahlavan, **Haowen Wei**, Zhuoran Su, Seyed Reza Zekavat, and Ali Abedi. “A Study of Interference Analysis Between mmWave Radars and IEEE 802.11 AD at 60 GHz Bands.” International Journal of Wireless Information Networks 29, no. 3 (2022): 222-231. [Paper](#)

* These Authors Contributed Equally.

CONFERENCE PRESENTATIONS

- 2023 Brain & Human Body Modeling (BHBM) - Athinoula A. Martinos Center for Biomedical Imaging (Hybrid Local Conference): PhysioLabXR: A software platform in Python for multi-modal brain-computer interface and real-time experiment pipelines. **Haowen Wei**, Ziheng Li, Steven Feiner, Paul Sajda [Link](#)
- 2022 Brain & Human Body Modeling (BHBM) -Athinoula A. Martinos Center for Biomedical Imaging (Hybrid Local Conference): Hardware, real-time signalprocessing techniques, and data collection for TMS induced EMG responses with RenaLabApp. **Haowen Wei**, Mohammad Daneshzand [Link](#)

- 2021 Brain & Human Body Modeling (BHBM) - Athinoula A. Martinos Center for Biomedical Imaging (Hybrid Local Conference): Interplay between TES and EEG Interplay with boundary element fast multipole method (BEM-FMM) via Helmholtz reciprocity principle. Sergey Makarov, **Haowen Wei**, Aapo Nummenmaa [Link](#)

RESEARCH

PhysioLabXR: A software platform in Python for multi-modal brain-computer interface and real-time experiment

May 2020 - Present

Co-Founder & Lead Software Engineer

Boston, MA, & Worcester, MA, & New York, NY

- Led the development of data visualization, user graphic interface, device interface, digital signal processing modules, real-time TMS/fMRI visualizer, and user interface style sheet.
- Developed a comprehensive sensor fusion application for data collection, visualization, analysis, real-time neural network inference, enabling users to seamlessly integrate various Lab Streaming Layer sensors and gain full control over the experiment pipeline.
- Implemented a serial connection for specific sensors that do not use Lab Streaming Layer; completed code, algorithm, and user interface for data collection, analysis, and experiment recording in Python, adaptable to most EEG and fNIRS sensors.
- Created multiple demonstration Brain-Computer Interface experiment paradigms from scratch (e.g., P300 Speller) using PhysioLabXR to educate other researchers on software usage, significantly benefiting the research community.
- Responsible for maintaining the operation of the application and resolving issues reported by the research community.
- Provided guidance to the HCI and CWINS Lab at WPI and the Laboratory for Intelligent Imaging and Neural Computing at Columbia University on how to utilize PhysioLabXR.

Virtual Vitality: Augmenting Clinical Decisions via Expert-Informed Transformers

April 2023 - Present

Project lead & Lead Software Engineer & Experimenter

New York, NY

- Introduced the Area of Interest (AOI) Augmentation method for clinical image diagnosis, leveraging the attention layer from the vision transformer classifier to highlight the area of interest on the attention map. (Paper submitted to CHI 2025)
- Led a team in building an experimental paradigm from scratch in Unity and PhysioLabXR
- Conducted user study with 15 ophthalmologists.

IndexPen: Two-Finger Text Input with Millimeter Wave Radar

Aug 2019 - Sep 2022

Project lead & Lead Software Engineer & Experimenter

Worcester, MA

- Introduced IndexPen, a novel interaction technique for text input through two-finger in-air micro-gestures, enabling touch-free, effortless, tracking-based interaction designed to mirror real-world writing.
- Led the team to build the project from scratch, overseeing the entire data collection, analysis, and machine learning pipeline.
- Utilized mmWave Radar with Deep Learning (CNN+LSTM) for gesture motion detection. Presented the technical approach for the system, including radio frequency processing pipeline, neural network architecture, and detection algorithms.

LiDAR Moving Object Segmentation (MOS) of Point Cloud Sequences

Mar 2021 - Sep 2022

Lead Software Engineer

Worcester, MA

- Built the deep neural network to segmenting point cloud into two moving and non-moving categories by using deep learning and labeling points belongs to a moving object different from static object; used SemanticKitti for dataset

A Comparative Study of Accuracy of BLE and UWB Signal

Jun 2021 - May 2022

Lead Software Engineer

Worcester, MA

- Introduced machine learning for time series “Signal to Noise Ratio” (SNR) from Blue Tooth; compared distance estimation using BLE and UWB technology in epidemic
- Provided technical support to research team; set up data collection interface between hardware and computer
- Publication: Proximity Detection During Epidemics: Direct UWB TOA Versus Machine Learning Based RSSI

A Study of Interference Analysis Between mmWave Radars and IEEE 802. 11AD at 60GHz

Oct 2020 - Sep 2021

Lead Software Engineer

Worcester, MA

- Guided research team to use the Texas Instrument mmWave radar; took charge of the basic setup and data analysis.

WORK EXPERIENCE

Research Assistant Columbia University
LIINC Lab & CGUI Lab & AI4VIS Lab

Aug 2022 - Present
New York, NY

- Built multi-modal physiological data classifier, Unity experiment paradigm, and led the development of Physi-oLabXR from scratch.
- Continuously working on multiple projects and currently in the process of publishing three articles to top conferences and journals.

Research Assistant Harvard Medical School
Athinoula A. Martinos Center for Biomedical Imaging (TMS Lab)

Dec 2021 - Sep 2022, Sep 2024 - Present
Boston, MA

- Led the development of a real-time fMRI/TMS visualizer, enabling experimenters to observe the instantaneous stimulation response from the FDI muscle during the stimulation.
- Also led the development of an EEG, TMS, and EMG devices API for the research team, significantly enhancing the setup speed of the experiment pipeline.

Teaching Assistant Worcester Polytechnic Institute
ECE 2029 & ECE 3308

Aug 2020 - Jan 2022
Worcester, MA

- Assisted students with daily homework tasks, solved homework and code problems, explained how to complete MATLAB and Verilog code, corrected exam assignments.
- Led students to design project flow to meet lab experiments

Research Assistant Worcester Polytechnic Institute
CWINS Lab & HCI Lab & Embedded Lab

Oct 2019 - May 2022
Worcester, MA

- Led multiple projects and carries out four publications in top conferences and journals
- Provided software development assistant to other research teams from lab; worked on direct research relates to finger gesture motion detection using mmWave Radar. Work has been published in top conferences and Journals

SKILLS

Programming Language	Python, C#, Java, MATLAB, Verilog/FPGA, C/C++, SQL, JavaScript, HTML
Research	Deep Learning, Machine Learning, Computer Graphics, Computer Vision, Real-time Signal Processing, Physiological Data Processing (EEG, fNIRS, fMIR), Eye Tracking, Image Processing, mmWave Radar, UWB Radar, Natural Language Processing, LiDAR Point Cloud Segmentation
Platform	Pytorch, TensorFlow, Unity3D, SOLIDWORKS, FPGA, Qt (Software) Operating System , Real-time Operating System (RTOS), FreeSurfer

AWARDS

- Dean's List of 2018, 2019, 2020, 2021, 2022 Academic Years