



Hani Awni

Neuroengineer & Computer Engineer

Education

- 2015–2017 **BS: Electrical Engineering**, *Univ. of Illinois*, Urbana, IL, *GPA – 3.8*.
Focused on control theory, biomechanics, and robotics.
- 2009–2013 **BS: Brain-Machine Interfacing (CS)**, *Univ. of Illinois*, Urbana, IL, *GPA – 3.2*.
Expanded computer science major with deep background in cognitive science, neuroscience, and signal processing. Third custom degree ever awarded by Engineering College.

Classes

- 2015-16 Control Theory, State Space Control, Neuromuscular Modeling, Embedded Systems, Biomedical Imaging, Electromagnetic Field Emission & Transmission
- 2009-13 Program Verification, Neural Network Modeling, Cognitive Psychology, EEG Experiment Design, Computational Neuroethology, Machine Learning, Database Systems

Publications

- Title *Towards A Brain Computer Interface Based on the N2PC Event Related Potential.*
- Authors Hani Awni, J. Norton, S. Umunna, Dr. K. Federmeier, and Dr. T. Bretl.
- Description Demonstrates feasibility of an EEG-driven BCI of my own design, based on the heretofore unused N2pc event related potential. Unlike the more common P300Spellers or SSVEP-Spellers, this BCI does not involve a flashing interface, thus improving comfort for extended use. Presented at IEEE EMBS NER 2013.

Experience

Vocational

- 05/2016– **EEG Data Analyst**, DAQRI, Los Angeles, CA.
- 08/2016
- Invented 4 ERP-driven applications of EEG signals to Augmented Reality interactions. Co-invented 2 additional inventions as second author. Currently in preparation for patent application submission.
 - Construct and verify laboratory-grade EEG data gathering, streaming, and analysis software environment
 - Design and implement interface between the OpenBCI NodeJS library and SCCN's LabStreamingLayer to enable multidevice synchronization and BCILAB-driven analytics using the low-cost OpenBCI EEG device.
 - Research, analyze and interpret sleeping EEG data using Python's SciPy library.

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- 01/2014– **Independent Neuroengineer & House Captain**, SELF-EMPLOYED, San Francisco, CA.
 05/2015
- Helped direct the setup and growth of a 25-person intentional community focused in interdisciplinary intellectual interchange in San Francisco.
 - Resolved or mediated inter-resident conflicts with an eye toward the overarching goal of the community.
 - Worked on myriad neuroengineering projects, including Moodband, a wearable for EEG-based emotional state visualization; ley*, a MFQ-scheduler-inspired to-do system; Respectable, a social-graph analysis tool; an Abalone AI competition; and NOS, a generalized BCI analysis system in collaboration with Randal Koene.
 - Self-taught and took online courses in chaos, complexity theory, and medical neuroscience.
 - Researched possible BCIs and wearables, especially in the contexts of potential game designs, mental health, biological robots, and behavioral reinforcement.
- 05/2013– **Software Developer**, PALANTIR TECHNOLOGIES, Palo Alto, CA.
 12/2013
- Expanded and maintained web interface in Javascript (Typescript and Coffeescript), and Java.
 - Designed, developed, and implemented additional features to core product in Java Swing.
- 05/2010– **Engineering Camp Counselor**, WYSE SUMMER CAMP, Urbana, IL.
 08/2010
- Managed groups of 20-30 High School seniors and juniors through multiple presentations of different engineering majors
 - Led groups on campus tours, gave extensive advice on adapting to college life, and concretized realities of college freedoms
 - Taught high schoolers through a weeklong programming project in Lego Mindstorms to create robots that navigated an obstacle course.
- 05/2008– **Database Architect Intern**, BAXTER CREDIT UNION, Vernon Hills, IL.
 08/2011
- Designed, coordinated, and implemented expansions to database processing capability.
 - Collaborated with non-technical employees throughout the company to clarify the aims of various projects and subsequently implemented projects according to their specifications.
 - Trained and led team of new interns in T-SQL programming on several database-improvement projects.
- Lab Experience
- 01/2011– **Experiment Designer/Researcher**, DR. HUMMEL'S COGNITIVE MODELING
 05/2013, LAB, Urbana, IL.
- 05/2015–
 Present
- Expanded LISA model of human abstract reasoning to better reason about complex situations and develop doubt in hypothetical situations.
 - Designed & implemented experiment interfaces and structure to best test working theories of relational visual perception.
 - Aided psychology Phd. students in coding data analysis and results interpretation in light of relevant theories.
- 08/2012– **BCI Researcher**, DR. BRETL'S APPLIED CONTROLS LAB, Urbana, IL.
 05/2013
- Researched and implemented novel EEG-based Brain-Computer Interface, the N2PCSpeller.
 - Recruited and ran subjects to collect data to test and optimize N2PCSpeller.

01/2010– **Lab Technician and Analyst**, DR. FEDERMEIER'S NEUROLINGUISTICS LAB,
05/2012 Urbana, IL.

- Assisted graduate students both with writing experiment code and with data mining of ERP results despite abundance of noise and artifacts.
- Aided in setup and running of subjects in EEG experiments, enabling high subject throughput.
- Ensured a comfortable atmosphere for test subjects despite otherwise abnormal circumstances.
- Taught new research assistants and graduate students efficient procedures in use of lab equipment.

Skills

Basics \LaTeX , Windows, Mac OSX, Linux, Unity Engine, Office Suite
Programming PYTHON, C, JAVASCRIPT, SQL, JAVA, C++, OCAML, NETLOGO
Languages English (native tongue)