# Connor Brennan

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sharsnik2.github.io/website/
sharsnik2

#### Education

2016–2021 PhD, University of Pennsylvania, Philadelphia, PA.

(expected) • PI: Alex Proekt

2016–2018 MS, University of Pennsylvania, Philadelphia, PA.

o PI: Alex Proekt

2014–2016 **BS**, University of Washington, Seattle, WA.

2009–2010 Information-Technology Engineers Examination, HAL Tokyo College of Technology and Design, Tokyo, Japan.

### Publications

- 2020 LOOPER: Inferring computational algorithms enacted by neuronal population dynamics, C Brennan, A Proekt, arXiv preprint arXiv:.
- 2019 Duration of EEG suppression does not predict recovery time or degree of cognitive impairment after general anaesthesia in human volunteers, BP Shortal, LB Hickman, RA Mak-McCully, W Wang, C Brennan, H Ung, ..., British journal of anaesthesia.
- 2019 A quantitative model of conserved macroscopic dynamics predicts future motor commands, C Brennan, A Proekt, Elife.
- 2019 Coherence of visual-evoked gamma oscillations is disrupted by propofol but preserved under equipotent doses of isoflurane, A Aggarwal, C Brennan, B Shortal, D Contreras, MB Kelz, A Proekt, Frontiers in systems neuroscience.
- 2018 A Model of Conserved Global Neuronal Dynamics Predicts Future Behaviors in Caenorhabditis Elegans, C Brennan, A Proekt, Available at SSRN.
- 2017 Universality of macroscopic neuronal dynamics in Caenorhabditis elegans, C Brennan, A Proekt, arXiv preprint arXiv:.

2016 SuperSegger: robust image segmentation, analysis and lineage tracking of bacterial cells, S Stylianidou, C Brennan, SB Nissen, NJ Kuwada, PA Wiggins, Molecular microbiology.

## Research Experience

- 2016– Research fellow, Proekt Lab, Philadelphia, PA.
- Present Developing methods for predicting future timing of behavior switches based on calcium imaging in C. elegans
  - o Developing methods to model dynamics of biological and artificial networks
  - Assisting with electrophysiological recordings in mouse
  - o Building machine learning algorithms for decoding neuronal data
  - 2016 Laboratory Technician, Wiggin's Biophysics Lab, Seattle, WA.
    - In charge of computer and network maintenance, laboratory upkeep, ordering and maintaining laboratory supplies and equipment
  - 2015 Undergraduate Research Assistant, Wiggin's Biophysics Lab, Seattle, WA.
    - Wrote a massively parallel graphics processing unit based Escherichia coli simulator for modeling the MinE/MinD interaction
    - o Worked my own project detailing the dynamics of F-Plasmid conjugation in E. coli
    - Assisted in a project on E. coli cytoplasmic dynamics
    - Several in-lab presentations on my work

## Teaching Experience

- 2019–2020 Graduate Teaching Assistant, University of Pennsylvania, Philadelphia, PA.
  - o PHYS 585/ BE 530 Theoretical and Computational Neuroscience
  - Ran office hours, advised students and wrote a machine learning based homework assignment
  - 2016 Instructor, iD Tech, Villanova, PA.
    - Worked with high school children teaching C++, Arduino and game design
- 2008–2009 **Undergraduate Teaching Assistant**, Edmonds Community College, Edmonds, WA.
  - Worked with a class of Japanese students studying english

#### Grants

- Aug 2020 Google PhD Fellowship.
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#### Presentations

#### Research Talks

- Apr 2020 LOOPER: Modeling neuronal dynamics, Mahoney Institute for Neuroscience "Year of Brain Science Technology", Philadelphia, PA (Online).
- Mar 2020 **LOOPER: Modeling neuronal dynamics**, *Invited speaker for Stephen's Lab*, Amsterdam, Netherlands (Online).

#### Posters

- Feb 2020 **LOOPER:** A tool for the semi-supervised extraction of behaviorally relevant dynamics from observations of neural data., Cosyne 2020, Denver, CO.
- Nov 2017 **Topologically invariant manifolds of C. elegans pan-neuronal activity.**, Society for Neuroscience, Washington, D.C.
- Aug 2017 **Topologically invariant manifolds of C. elegans pan-neuronal activity.**, *Philadelphia Chapter of Society for Neuroscience*, Philadelphia, PA.

## Industry experience

- 2012–2015 Project Leader/Owner, Fractal Entertainment, Edmonds, WA.
  - Team leader, business manager and lead programmer
  - Worked with a team of full time employees and contract workers
  - $\circ\,$  Dealt with all aspects of business: financials, product design, workflow, marketing and team communication
- 2011–2012 Software Engineer, Polygon Magic, Tokyo, Japan.
  - o Helped build and maintain a multi-million dollar game Sengoku Kingdom
  - o Entrusted with several key game systems to implement and maintain with autonomy
  - Heavy use of PHP, MySQL and HTML
  - o Worked and communicated entirely in Japanese