

# Tobias Weinberg

New York, NY | [tobiwg.github.io](https://tobiwg.github.io)  
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## — Profile Summary

I am a PhD Student at [Matter of Tech Lab](#) with [Prof. Thijs Roumen](#), dedicated to advancing augmentative and alternative communication (AAC) technologies, my research centers on developing systems to seamlessly integrate non-informative speech such as humor, interjection words/sounds, reading poetry, etc, enhancing expressivity for individuals with speech and motor impairments.

**Areas of interest:** accessibility, disability, AAC, expressive communication, LLMs, human-AI interaction, human-centered machine learning, and HCI.

## — Education

### Ph.D. Computer Science

2023 - Present, New York City, NY

Cornell University / Cornell Tech

Matter of Tech Lab supervised by Thijs Roumen

My work focuses on enhancing expressivity in augmentative and alternative communication (AAC) systems, particularly in human-AI interaction. I am exploring the balance between agency and efficiency to develop more adaptive and expressive AAC technologies

### Bachelor in Science Mechanical Engineering

2019 - 2023, Haifa, Israel

Technion - Israel Institute of Technology

GPA: 86.7/100

Core Courses: Control Theory, Kinematics Dynamics and Control of Robots, Machine Learning For Physiological Time Series Analysis

## — Publications at top-tier HCI conferences

**Tobias Weinberg**, Kowe Kadoma, Ricardo E. Gonzalez Penuela, Stephanie Valencia, Thijs Roumen. Why So Serious? Exploring Humor in AAC Through AI-Powered Interfaces

**CHI2025 - Best Paper Honorable Mention (best 5%)**

Amritansh Kwatra, **Tobias Weinberg**, Ilan Mandel, Ritik Batra, Peter He, Francois Guimbretiere, Thijs Roumen. SplatOverflow: Asynchronous Hardware Troubleshooting

**CHI2025 - Best Paper Honorable Mention (best 5%)**

## — Full paper pre-prints

Shuo Feng, Lavenda Yifan Shan, Xuening Wang, Ritik Batra, **Tobias Weinberg**, and Thijs Roumen. CAMEleon: Interactively Exploring Craft Workflows in CAD. 2024 ArXiv Pre-print.

## — Research Experience

### YAI Seeing Beyond Disability / Intern

May 2024 - Present, New York, NY

At YAI, I developed and implemented a **data-driven smart home platform** for group homes, equipping staff with real-time insights to enhance care, safety, and efficiency for individuals with disabilities. My role encompassed **full-stack web development**, **IoT integration**, and **real-time data processing and visualization**.

### Matter of Tech Lab at Cornell Tech / Research Intern

2022 - 2023, Remote from Haifa, Israel

Working with Prof. Thijs Roumen's lab where we research digital fabrication using ultrasound manipulation. Including contactless fluid 3D manipulation using ultrasound, Unity simulations, and design and engineering of a system for dispensing droplets on-demand.

## FAR Lab at Cornell Tech / Research Intern

Summer 2022, New York, NY

Working with Prof. Wendy's Ju at FAR lab where we research human-robot interaction. I developed a robot control interface using **computer vision**, **FLASK**, and **MQTT** for human-robot interaction studies. I implemented **ROS navigation algorithms** with **LiDAR** and explored **3D modeling** and **rapid prototyping** for a clay 3D printer.

## JERICCO Project at Aerospace faculty / Simulations & Control Engineer

Spring 2022, Haifa, Israel

JERICCO is a mission to launch and operate the first ever student-designed nanosatellite in lunar orbit, in a joint effort between the Technion's Aerospace faculty and Israel Aerospace Industries (IAI) set to launch in 2025.

Supervisor: Niko Adamsky (IAI)

I created a system to simulate space climate conditions, communications, and power systems to verify the design choices of the satellite. I designed a **control algorithm** for reaction wheels to allow space navigation.

## UAV Center Lab at Technion / Laboratory & Research Assistant

2019 - 2023, Haifa, Israel

As a Laboratory & Research Assistant at the UAV Center Lab, I assembled and **optimized electronics** for autonomous defense drones, **designing and testing** flight-critical components for reliability. I also specialized in **CAD-based 3D modeling** and **3D printing** to rapidly prototype and produce high-precision parts for lab projects.

## — SKILLS

Machine Learning    Full-Stack Developer    Computer Vision    Human-Computer Interaction

Robotics    3D Modeling    Rapid Prototyping    Embedded Systems

Programming languages: Python, C, C#, JavaScript, Java, PHP, Arduino, MATLAB

Fabrication tools: 3D printing, laser cutting, CNC, Mechanical analysis

Design tools: CREO Parametric, Rhino, Solidworks, Fusion 360

## — Awards And Honors

Honorable Mention Award CHI'25 (best 5% of papers) - Why So Serious? Exploring Humor in AAC Through AI-Powered Interfaces

Honorable Mention Award CHI'25 (best 5% of papers) - SplatOverflow: Asynchronous Hardware Troubleshooting

Siegel Public Interest Technology Impact Fellowship

Amazon cloud computing grant from Cornell Data Science Center (15K)

Dean's List honors

Spring 2021, Winter 2022, and Spring 2023

Faculty of Mechanical Engineering at the Technion Top 15% of the class