Alex Qiuyang Wang

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Theoretical/Computational Neuroscience, Video Game Development, Interactive Simulation

EDUCATION

Georgia Institute of Technology

2023.09-Present

Ph.D. student in Biology & Computational Science and Engineering

Atlanta, GA, U.S.

Columbia University in the City of New York

2021.09-2022.12

M.S. in Applied Mathematics

New York, NY, U.S.

Wuhan University

2017.09-2021.06

B.S. (Honors) in Chemistry

Wuhan, Hubei, China

RESEARCH EXPERIENCES

Georgia Institute of Technology, School of Mathematics

2023.09-Present

Doctoral Researcher (Advisor: Hannah Choi)

- Investigated the rank dependency of pruning algorithms in Recurrent Neural Networks (RNNs) with analytical results on eigenspaces and validation through large-scale simulations on memory integration tasks.
- Incorporated Dale's law and anatomically informed connectivity into RNN training. Further inferred functional connectivity among distinct neuronal populations by training multi-regional RNNs to reconstruct 2-photon calcium imaging data.
- Utilized One-hot Generalized Linear Model-Hidden Markov Model (GLM-HMM) to investigate the spiking patterns and functional connectives of VNC neurons in hawkmoths during multisensory integration.

Columbia University, Bionet Group

2022.05-2022.12

Research Assistant (Advisor: Yiyin Zhou, Aurel Lazar)

- Developed a series of reduced photoreceptor models for phototransduction, which captures the luminance adaptation behavior based on the population dynamics of microvilli and molecular cascade.
- Co-developed a gain control model for amacrine cells in Drosophila with spatio-temporal Volterra feedback and divisive normalization.
- Accelerated the simulation speed of the Drosophila retina by implementing the reduced model on GPUs via CUDA, achieving a 15x speed increase.

Wuhan University, School of Mathematics and Statistics

2020.09-2021.05

Research Assistant (Advisor: Jiwei Zhang)

- Explored and modeled the kinetic PDE governing Integrate-and-Fire neural network dynamics, emphasizing numerical solutions through moments closure and the maximum entropy principle.
- Simulated the CaMKII pathway and the CREB pathway in synaptic plasticity based on biochemical reactions to characterize their On/Off properties.

Wuhan University, College of Chemistry and Molecular Sciences

2018.06-2019.06

Research Assistant (Advisor: Xianzheng Zhang)

• Developed a novel anti-bacterial method combining photodynamic therapy with chimeric peptides.

GAME PROJECTS

Neural Fireworks 2025.06-Present

Puzzle game prototype where players wire excitatory and inhibitory neurons to spark chains of spikes to reactive memory cells in a dying brain, blending neuroscience rules with playful design and story about scientists (ongoing project).

Botting Alive (Team Lead in VGDev at Georgia Tech)

2025.01-Present

Narrative game where players interact with voice bots through a broken Apple Watch while trapped in a coffin, blending puzzle mechanics with immersive storytelling (demo).

PUBLICATIONS

- 1. **Alex Q. Wang**, Soon Ho Kim, Hannah Choi* *Rank Dependency of Rescaled Pruning in Recurrent Neural Networks*, Working Paper (2025).
- 2. Aishwarya H. Balwani, **Alex Q. Wang**, Farzaneh Najafi, Hannah Choi* Constructing Biologically Constrained RNNs via Dale'S Backprop and Topologically-Informed Pruning, Under Revision at Science Advances (2024).
- 3. Ai-Nv Zhang¹, Wei Wu¹, Chi Zhang, **Qiu-yang Wang**, Ze-Nan Zhuang, Han Cheng, Xian-Zheng Zhang^{*} A Versatile Bacterial Membrane-Binding Chimeric Peptide with Enhanced Photodynamic Antimicrobial Activity, Journal of Materials Chemistry B (2019).

Conferences

- 1. **Alex Q. Wang**, Vidit Tripathi, Hannah Choi^{*} *Unraveling the Effects of Different Pruning Methods on Recurrent Neural Networks*, Georgia Tech Frontiers in Science Conference and Symposium (2025).
- 2. Vidit Tripathi, **Alex Q. Wang**, Hannah Choi^{*} *Unraveling the Effects of Different Pruning Rules on Network Dynamics*, Computational and Systems Neuroscience (2025).

TEACHING & MENTORING

Teaching/Lecture Assistant in Georgia Tech

MATH 3670 Probability and Statistics (2025 Spring)

MATH 1553 Intro to Linear Algebra (2024 Fall)

BIOS 4401 Experimental Design & Statistical Methods for Biology (2024 Spring)

APPH 1040/1050/1060 The Science of Physical Activity and Health (2023 Fall, 2024 Summer, 2025 Summer)

Mentor of Directed Reading Program at Georgia Tech Math (Mentee: Neil Dave, Graham Joonsar)

Reviewer of Undergraduate Research Symposium at Georgia Tech 2024, 2025

SOCIAL ACTIVITIES AND VOLUNTEER

Team Lead at Georgia Tech Video Game Development club (VGDev)	2025.01-Present
Volunteer at Georgia Tech Undergraduate Research Symposium	2024.04, 2025.04
Advocator of Quantitative Biology Graduate Program at Georgia Tech	2024.03
Columbia University Multi-Faith Fellowship	2022.9-2023.2
Volunteer General Care & Support at Animal Haven, New York	2022.8-2023.4

Honors

Outstanding Scholarship for Visiting Student, Wuhan University	2020
Merit Scholarship for Hongyi Honor College, Wuhan University	2018, 2019
2^{nd} Prize for Drama Competition in Division of Sciences, Wuhan University	2018

SKILLS

Programming: Python, C#, C, MATLAB, Julia

Libraries/Platforms: PyTorch, CUDA, PyCUDA, LATEX, Networkx

Video Games: Unity, Godot, Aseprite, Blender

Experimental skills: Surgery & Anatomy on Rodents, Confocal Laser-Scanning Microscopy, Fluorescence Imaging