

Dano Morrison

Research Engineer · Neural Interfaces · Brooklyn, New York

917 815 4205
morrisondano@gmail.com
linkedin.com/in/dano-morrison

EDUCATION

University of Toronto

MSc, Physiology

2014 – 2016

Univ. of British Columbia

BSc (Hons), Integrated Sciences

2009 – 2013

SELECTED PUBLICATIONS

A generic non-invasive neuromotor interface for human-computer interaction

P Kaifosh, TR Reardon, CTRL-labs.

Nature · 2025

Parvalbumin interneurons constrain the size of the lateral amygdala engram

D Morrison, A Rashid, S.A. Josselyn.

Neurobiology of Learning and Memory · 2016



ABOUT

Research engineer bridging neuroscience, machine learning, and interaction design. Spent a decade in neurotech — from EEG-based neuroscience education apps to frameworks for large-scale neural data collection and EMG-driven interactions at Meta. Now pivoting toward AI and new frontiers in deep tech, bringing expertise in signal processing and system design, prototyping with experimental hardware, and building tools for research scientists.

EXPERIENCE

Meta

Nov 2019 – Present · 6 yrs

Research Engineer

New York, New York

Designing, prototyping, and evaluating EMG-based interactions for VR/AR applications at Facebook Reality Labs. Working at the intersection of sensing, machine learning, and interaction design to enable next-generation human-computer interfaces.

EMG XR / AR / VR TypeScript Signal Processing HCI Research

CTRL-labs

Oct 2018 – Nov 2019 · 1 yr 2 mo

Software Engineer

New York, New York

Built software for pioneering brain-computer interface hardware at one of the most ambitious neurotech companies. Worked primarily in TypeScript on core SDK and developer tooling.

BCI TypeScript EMG

New York University

May – Oct 2018 · 6 mo

Software Developer

New York, New York

Built a desktop application enabling high school students to conduct their own EEG-based neuroscience research — making sophisticated signal analysis accessible through a clean, guided interface.

React Electron MNE Jupyter RxJS EEG

Avertus

Sep 2017 – Apr 2018 · 8 mo

Biomedical Applications Developer

Toronto, Ontario

End-to-end platform development for the H10C EEG headset: raw Bluetooth data parsing, real-time EEG visualization in d3.js, and a Spring backend for data management and analysis.

React Electron d3.js RxJS Android Spring AWS

Lake Weed Eradicator

May 2011 – Jul 2014 · 3 yrs

Owner & Operator

Redmond, Washington

Ran a small business removing invasive aquatic plants from residential lakefront properties using SCUBA. Restored nursery habitat for Chinook Salmon in Lake Sammamish. Sustained multiple summers of full-time work through door-to-door sales and repeat customers.