## HAN YANG

(+852) 5516 4512 | hyangclarence@gmail.com | Homepage

### **EDUCATION**

#### University of Pennsylvania

Aug. 2023 - Dec. 2023

Exchange in School of Engineering and Applied Science

PA, USA

• Cumulative GPA: **4.000**/ 4.000

• Advanced Courses:

Computer Graphics; Natural Language Processing; Applied Machine Learning

#### The Chinese University of Hong Kong (CUHK)

B.Sc. in Computer Science

Sep. 2021 - Present Hong Kong SAR, China

• Cumulative GPA: **3.899**/ 4.000

• TOEFL iBT: 106/120

• Honors and Awards:

Yasumoto International Exchange Scholarship (2023, top 1 in ongoing exchange students); Award for Outstanding Academic Performance (2023, 2024, top 5% in CS major); Professor Omar Wing Memorial Scholarship (2022, top 1 in CS major); Dean's List (2022-2024, top 10% in the department); Honors at Entrance Scholarship (2021, top 1 in the Province)

#### RESEARCH INTEREST

Embodied AI, Robot Learning, Multi-modal Learning.

#### Publications & Manuscripts

Yuncong Yang\*, **Han Yang**\*, Jiachen Zhou, Peihao Chen, Hongxin Zhang, Yilun Du, and Chuang Gan, Snap-Mem: Snapshot-based 3D Scene Memory for Embodied Exploration and Reasoning, In submission to *International Conference on Learning Representations*, 2025

Han Yang, Kun Su, Yutong Zhang, Jiaben Chen, Kaizhi Qian, Gaowen Liu, and Chuang Gan, UniMuMo: Unified Text, Music, and Motion Generation, In submission to the AAAI Conference on Artificial Intelligence, 2025

Han Yang\*, Tianyu Wang\*, Xiaowei Hu, and Chi-Wing Fu, SILT: A Shadow-aware Iterative Label Tuning Approach for Learning to Detect Shadows from Noisy Labels, In *Proceedings of the IEEE/CVF International Conference on Computer Vision*, 2023

### RESEARCH EXPERIENCE

# Lifelong scene memory for embodied exploration and reasoning supervised by Prof. Chuang Gan, UMass & MIT-IBM Watson AI Lab

May 2024 - present MA, USA

- Proposed a snapshot-based scene representation that uses a set of informative images to represent scenes.
- Integrated with frontier-based exploration to facilitate active exploration with VLMs.
- Designed an incremental memory construction pipeline and a memory retrieval mechanism for lifelong memory.
- Achieved state-of-the-art performances on embodied question-answering and lifelong navigation benchmarks.

## Unified generative model for music, motion and language

supervised by Prof. Chuang Gan, UMass & MIT-IBM Watson AI Lab

May 2023 - May 2024 MA, USA

- Able to perform conditional generation tasks on any combination of music, motion, and text.
- Adopted dynamic-time-warping to align unpaired music and motion and synthesize large-scale data.
- Employed a joint codebook for encoding music and motion and performed music-motion joint generation.
- Reduced computation demands by only requiring fine-tuning existing music and language models.

# Shadow detection with self-training on noisy training data supervised by Prof. Chi-Wing Fu, CUHK

May 2022 - Feb 2023 Hong Kong SAR, China

- Designed a self-training framework to train a shadow detection network and refine the noisy training data
- Proposed data augmentation methods to enhance the network's understanding of shadow
- Relabeled and refined the test set of SBU-shadow dataset
- Surpassed previous state-of-the-art methods by large margins, *i.e.*, reduced Balanced Error Rate from 5.58 to 4.18.

### EXTRA-CURRICULAR ACTIVITIES

• Won Honorable Mention Award in 2022 Mathematical Contest in Modeling.

### SKILLS

Languages Mandarin (native), English

**Programming** Python, PyTorch, C/C++, OpenGL, Java, html, LATEX

Others Figma, Pr., SolidWorks, Blender, TeleportHQ