

DEMI RUOHAN WANG

(+1) 123-456-7890 | demiw@cs.cmu.edu | dem1tasse.github.io | LinkedIn | GitHub

EDUCATION

Carnegie Mellon University	<i>Aug 2025 - Dec 2026 (Expected)</i>
Master of Intelligent Information Systems, School of Computer Science	GPA: 4.17 / 4.0
Tongji University	<i>Sept 2020 - Jun 2025</i>
Bachelor of Software Engineering	GPA: 3.95 / 4.0

EXPERIENCES

Graduate Research Assistant – CMU (Advisor: Prof. Graham Neubig)	<i>Sep 2025 – Present</i>
<ul style="list-style-type: none">Built code-based web agent system using OpenHands, Browser Use, BrowserGym, implementing executable Playwright-based, domain-separated skill libraries for automated skill extraction, reuse, and composition.Achieved 7% absolute improvement over action-based agents on WebArena-Verified, demonstrating that code generation can effectively serve as an augmentation layer for robust and transferable web automation.	
Research Intern – Microsoft Research, Asia	<i>Mar 2025 – Jul 2025</i>
<ul style="list-style-type: none">Investigated GRPO gradient dynamics in RLVR for LLM reasoning, revealing that off-policy degree fundamentally reshapes token-level update contributions via IS-ratio and clipping, reconciling conflicting conclusions in prior studies.Developed ACPO, a variance-aware clipping method on VeRL, improving training stability and showing robust performance across 3 tasks, 2 off-policy regimes, and 3B/7B model scales, achieving 12/18 first-place over DAPO/CISPO.	
Research Intern – Ohio State University (Advisor: Prof. Yu Su)	<i>Apr 2024 – Nov 2024</i>
<ul style="list-style-type: none">Developed QUGround (200k+ Hugging Face downloads), a universal pixel-level visual grounding model for GUI agents, supporting robust UI grounding across Web, Mobile, and OS environments.Created a dataset of 9M element examples from 773K real-world website screenshots by designing an efficient synthetic data pipeline, combining web crawling and large language model annotation.Led model evaluations across multiple benchmarks (e.g. Mind2Web, AndroidControl, OmniAct), achieving state-of-the-art results with up to 36% improvement in grounding accuracy over previous models.	
Machine Learning Engineer Intern – ByteDance	<i>Oct 2023 – Feb 2024</i>
<ul style="list-style-type: none">Fine-tuned LLaVA-based vision-language models with LoRA, designing a structured multi-step reasoning workflow on 100K examples, boosting precision in detecting <i>off-platform traffic diversion violations</i> from 62.3% to 90.2%.Designed a self-supervised example selection pipeline for in-context learning, improving F1-Score on <i>livestream interaction violation</i> detection by 5.2% and reducing manual review workload by 40%.	

PUBLICATIONS

[1] Navigating the Digital World as Humans Do: Universal Visual Grounding for GUI Agents	
Gou B., Wang R. , Zheng B., Xie Y., Chang C., Shu Y., Sun H., Su Y.	ICLR 2025 Oral (1.8%)
[2] What are Key Factors for Updates in RL for LLM Reasoning?	
Wang P., Wang R. , Luo X., Xu J., Yang X., Feng S., Yang Y., Li D.	Under submission.

SELECTED PROJECT

Miko – AI-Native Desktop Companion [Demo]	<i>2nd Winner @AdventureX 2025 Kimi Track</i>
<ul style="list-style-type: none">Developed an AI-native desktop agent for productivity, capable of executing system-level and application tasks (e.g., app control, Gmail, Python execution, file operations, web search) through a conversational interface.Designed tool orchestration and memory-augmented context management for personalized task execution.	

SKILLS

Languages & Tools	Python, C/C++, SQL, Shell, Docker, Git, AWS, Linux, Hadoop, VectorDB(FAISS)
ML/AI	PyTorch, Transformers, vLLM, RL (GRPO/VeRL), PEFT/LoRA, RAG, Distributed Training
Agent Systems	GUI/Computer-Use/Code Agents, Agent Skills, Tool Use, Benchmarking, UI Grounding