

# SHIHAN WU

University of Electronic Science and Technology of China · Computer Science and Technology  
koorye.github.io · koorye.github.io/blog · shihan.wu.koorye@outlook.com · +8615869663967

## PERSONAL SUMMARY

**Computer Science Master's candidate** at University of Electronic Science and Technology of China (UESTC) (Acadenc ranking: **Top 1.3%**), specializing in:

- › High-efficiency transfer learning for **Vision-Language Models**
- › Training and test-time adaptation for **Vision-Language-Action (VLA) models**

Published 2 **CVPR (CCF-A)** papers as **first/co-first author**, with 3 more made public. Awarded **National Scholarship** and **Outstanding Graduate** honors.

## EDUCATION

UESTC Master of Engineering in Computer Science and Technology Sep 2023 - Jun 2026

- › Academic Performance: GPA 3.94/4.0 | **Rank: 6/454 (Top 1.3%)**

› Honors: **National Scholarship**, Outstanding Graduate Student, **Recommendation for Sichuan Provincial Outstanding Graduate**, Northern Automatic Control Special Scholarship.

UESTC Bachelor of Software Engineering Sep 2019 - Jun 2023

- › Academic Performance: GPA 3.94/4.0 | **Rank: 18/181 (Top 10%)** | CET-4/6: 579/467

› Honors: **Outstanding Graduate**, "Shiqiang" Special Scholarship, Outstanding Student Scholarship.

## RESEARCH PUBLICATIONS

*RoboCOIN: An Open-Sourced Bimanual Robotic Data Collection for INtegrated Manipulation* Nov. 2025

› Large-scale open-source bimanual multi-embodiment robotic dataset with **15** embodiments, **180K+** trajectories, **20+** collaborating institutions, and **3M+** downloads.

[ICLR 2026] *Policy Contrastive Decoding for Robotic Foundation Models* Sep 2025

› Universal framework for multiple VLA architectures, achieving **+8%~41% improvement** without training.

[Under Review] *InSpire: VLA Models with Intrinsic Spatial Reasoning* Sep 2025

› Reducing **spurious correlations** in VLAs, boosting performance on seen (**+6.2%**) and unseen (**+10%**) tasks.

[CVPR 2025 (CCF-A)] *Skip Tuning: Pre-trained Vision-Language Models are Effective and Efficient Adapters Themselves* Dec 2024

› Parameter-free adaptation method, **+1.04% accuracy** with **15× speedup** and **6.4× memory efficiency**.

[CVPR 2024 (CCF-A)] *DePT: Decoupled Prompt Tuning* Nov 2023

› Plug-and-play method providing **+0.67%~2.65% gains** across prompt tuning baselines.

## INTERNSHIP EXPERIENCE

Beijing Academy of Artificial Intelligence (BAAI) Research Intern · Embodied AI Jun 2025 - Oct 2025

› Exploring **efficient learning paradigms** for VLAs, responsible for **large-scale bimanual multi-embodiment robotic dataset, model training, and real-world robot evaluation**.

## INTELLECTUAL PROPERTY

[Pending · Student First-Inventor] Vision-Language Model Fine-tuning Method Feb 2025

[Pending · Student Second-Inventor] Low-Frequency Enhanced Few-Shot Adaptation Method Aug 2024

## PROJECTS

Radar Signal Detection System · Algorithm Engineer Mar 2024 - Jul 2024

› Developed **feature extraction** network and **open-set detection** algorithms enhancing recognition accuracy.

Intelligent Driving Safety System · Full-stack Developer Apr 2022 - Aug 2022

› database schema, distributed backend and containerized deployment.

## AWARDS

National Meritorious Winner, Mathematical Contest in Modeling (MCM) Apr 2021

National Bronze Award, China "Internet+" College Student Innovation Competition Dec 2021

Provincial First Prize, Chengdu National Software Design and Application Competition Oct 2021

Provincial Second Prize, China Undergraduate Mathematical Contest in Modeling Sep 2021

Provincial Silver Award, "Challenge Cup" College Student Entrepreneurship Competition Jun 2022

Enterprise Excellence Award, AliCloud Tianchi "FT-Data Ranker" LLM Fine-tuning Competition Dec 2023

## TECHNICAL SKILLS

**Core Expertise:** VLMs (CLIP, LLaVA) and Fine-tuning (Prompt Tuning, LoRA), VLAs (OpenVLA,  $\pi_0$ , etc).

**Languages:** Python, Java, C, C#, JavaScript, SQL, etc.

**Frameworks:** PyTorch, Keras, MMDetection, Scikit-learn, etc.

**Engineering:** Web (Vue/SpringBoot), Databases (MySQL/Redis), DevOps (Docker), Game (Unity3D), Mobile