

# QIWEI WU

Curriculum Vitae

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## RESEARCH INTERESTS & GOAL

My primary research interests encompass the dextrous manipulation and multimodal perception of **robotics**, focusing on **reinforcement learning**, **imitation learning**. I aim to enhance robotic perception diversity and enable the completion of more complex tasks, achieving **embodied AI**.

## EDUCATION

<b>🏛️ Sichuan University</b>   <b>🎓 Bachelor</b>   <b>Automation</b> College of Electrical Engineering (Outstanding Engineer Program) <b>Comprehensive Ranking</b> Overall GPA	09/2018 - 06/2022 📍 Chengdu, China 2/117 3.6/4.0
<b>🏛️ University of California, Berkeley</b>   <b>Summer School</b> Artificial Intelligence and Business Analytics	07/2019 - 08/2019 📍 Berkeley, USA
<b>🏛️ Harbin Institute of Technology</b>   <b>🎓 Master</b>   <b>Control Engineering</b> School of Mechanical Engineering and Automation	09/2022 - 03/2025 📍 Shenzhen, China
<b>🏛️ The Hong Kong University of Science and Technology</b>   <b>Research Assistant</b> Humanoid Robotics	01/2025 - 📍 Guangzhou, China

## PUBLICATIONS

<b>Rapid Tactile Transfer Framework for Contact-Rich Manipulation Tasks</b> 🔗 Qiwei Wu, Xuanbing Peng, Jiayu Zhou, Zhuoran Sun, Xiaogang Xiong, Yunjiang Lou   IEEE/RSJ International Conference on Intelligent Robots and Systems, <b>IROS</b>   <i>First Author</i>	6/2024
<b>Tactile Affordance in Robot Synesthesia for Dextrous Manipulation</b> 🔗 Qiwei Wu, Haidong Wang, Jiayu Zhou, Xiaogang Xiong, Yunjiang Lou IEEE Robotics and Automation Letters, <b>RAL</b>   <i>First Author</i>	7/2024

## SELECTED AWARDS

<b>Outstanding Thesis (Harbin Institute of Technology)</b> Master Top 5%	1/2025
<b>Outstanding Thesis (Sichuan University)</b> Bachelor Top 5%	7/2022
<b>RoboMaster University Championship 2021</b> National Second Prize, Top 16	8/2021
<b>The 16th National College Student Intelligent Car Competition</b> Second Prize in Baidu Intelligent Traffic Group, Top 20%	7/2021
<b>2020 RoboCup China Open</b> Third Prize in Small Size Robot League, Obstacle Avoidance Challenge	10/2020

## WORK EXPERIENCE

<b>Sony R&amp;D Center China Laboratory</b> <i>Research Intern</i> <b>Reinforcement Learning for Robotic Manipulation</b> <ul style="list-style-type: none"><li>• <b>Robotic Grasping System Design</b> <b>Contribution:</b><ul style="list-style-type: none"><li>* Developed digital twins of robots in NVIDIA's IsaacLab simulation environment.</li><li>* Designed robotic grasping environments and implemented reinforcement learning algorithms for training.</li></ul></li><li><b>Outcome:</b><ul style="list-style-type: none"><li>* Open-sourced the robotic reinforcement learning framework IsaacLab.manipulation 🔗 (Github 100+ star).</li></ul></li></ul>	5/2024-8/2024
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## RESEARCH EXPERIENCE

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Intelligent Perception and Control Lab, HITSZ  
Graduate Student, advised by Prof. Xiaogang Xiong 

10/2022-Present

### **Tactile Perception for Robotic Manipulation | *Research Leader***

- **Designed and developed tactile sensors**

#### **Contribution:**

- \* Reproduced and redesigned the tactile sensor Tactip and Insight.
- \* Design and implement the robotic arm - tactile gripper - camera system.

- **Sim2Real and policy transfer for tactile servo**

#### **Contribution:**

- \* Proposed a method that applies semi-supervised learning to unify the features of tactile sensors.
- \* Proposed a framework that applies Reinforcement Learning and Imitation Learning for achieving sim2real of tactile manipulation policies.

#### **Outcome:**

- \* Some algorithms and codes are open-sourced (Github).
- \* Published a paper at a conference (**IROS2024**).

### **Dexterous manipulation of robots | *Research Leader***

- **Designed and developed a robotic visual-tactile environment (Sim & Real)**

#### **Contribution:**


- \* Built a hardware system platform for visual-tactile robotic grasping.
- \* Built a robot dexterous manipulation environment (digital twin) based on visual and tactile point clouds in Isaacgym.

- **Achieved Sim2Real transfer for dexterous manipulation policies**

#### **Contribution:**

- \* Designed and successfully trained the reinforcement learning manipulation policy with tactile feedback.
- \* Proposed a robot manipulation framework for visual-tactile fusion that realizes the transition between contact and non-contact states.

#### **Outcome:**

- \* Open-sourced the robotic visual-tactile simulation environment Visual-Tactile Gym .
- \* Published a paper in Journal **IEEE Robotics and Automation Letters**.

- **Designed a long-horizon planning framework that applies LLM**

#### **Contribution:**

- \* Designed a robot manipulation framework that combines reinforcement learning atomic skills with LLM.

#### **Outcome:**

- \* Submit a paper to **IROS2025** as co-first author.

## SERVICES

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Reviewed for ICRA2025.

Project manager of the Robotics Laboratory at Sichuan University.

Assistant captain of the Sichuan University Robot Football Team.

## SKILLS

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**Languages:** IELTS Score: **7.0** (Academic).

**Programming:** Python, C, C++, Linux Shell, HTML, CSS, JavaScript.

**Others:** Deep learning framework (Torch, Tensorflow, Paddlepadlle), robot simulation (IsaacLab, IsaacGym, Pybullet, Gazebo), ROS & ROS2, Embedded System Development, Photo & Video Editing.