Feiyang Wu

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EDUCATION

Harvard University, Cambridge, MA   Sep 2025 – May 2027
M.S. in Computational Science and Engineering from Harvard University — expected May 2027

University of Illinois Urbana-Champaign, Champaign, IL   Sep 2021 – Jun 2025
B.S. in Computer Engineering from UIUC, graduated with High Honors — GPA: 3.98/4.00

SKILLS

Programming: C, Python, C++, MySQL, CUDA, x86, MongoDB, HTML, CSS, Node.js, Javascript, Verilog
Framework: Pytorch, Tensorflow, JAX, ROS2, TensorRT, Hugo, Drake, Mujoco, YOLO
Tools: Git, Docker, Linux, Wandb, Netlify, Huggingface, STM32, Xilinx Spartan 7, Jetson Nano
Knowledge Base: LLM, VLA, Generative Models, Control Theory, Reinforcement Learning

WORKING EXPERIENCE

LimX Dynamics   July 2025 – Aug 2025
Machine Learning Engineer Intern for Manipulation   Beijing, China

- Studied **Large Language Models**(LLM) and its application in **Vision Language Action**(VLA) models;
- Collaborated to build code base that contains several VLA models including **OpenVLA** and π_0;
- Transplanted and merged original source code from **OpenVLA** and **OpenVLA-OFT** into the new codebase;
- Conducted training, finetuning and evaluation on **LIBERO** dataset to test the validity of the code base.

RESEARCH EXPERIENCE

***Project Leader*, Diffusion Policy with Joint Torque Modality**   Nov 2024 – May 2025
Physcial Intelligence Lab, ZJU-UIUC Institute

- Studied **Diffusion Policy** and built **teleoperation** and evaluation pipeline to run it on **ARX** robotic arm;
- Incorprated joint torque modality and analyzed its impact on pick-and-place, wiping and flipping tasks.

***Project Leader*, Research on Multiplexed Spiking Neural Network**   Jun 2024 – Aug 2024

- Conducted research on algorithms related to **LIF** (Leaky-Integrate and Fire) in **Spiking Neural Networks**;
- Modified **STBP** (Spatio-Temporal Backpropagation) algorithm based on **SNN** backpropagation to propose a novel method to multiplex and demultiplex two channels of signals and evaluated on **MNIST** dataset.

PROJECTS

Dodge Ball Launcher 🔗   Spring 2025

- Designed a dodge ball launching system that is able to interact with human players and launch dodge ball;
- Implemented low level real-time drivers for motor hardware and **YOLO** based human tracking system;
- Built the system on **ros2-control**, deployed and optimized **YOLO** with **TensorRT** on **Jetson**.

Xilinx Spartan-7 FPGA Based Plants vs. Zombie 🔗   Spring 2024

- Implemented VGA screen display peripheral using **Xilinx FPGA** development board and **System Verilog**;
- Designed an naive version of game Plants vs. Zombies, which included four types of plants and one type of zombie, a sunshine collection system, and a PWM sound system optimized on **Microblaze**.

RazelOS, a Unix-Like Operating System 🔗   Fall 2023

- Developed a kernel for a toy operating system called RazelOS using **x86** assembly and **C** language;
- Added **paging** mechanism, file system, signaling, **round-robin** process scheduling, **interrupt handling**, iterative terminal, user and kernel program, and many other inspiring features.

PUBLICATION

Song, E., Chai, W., Wang, G., Zhang, Y., Zhou, H., Wu, F., Chi, H., Guo, X., Ye, T., Zhang, Y., Lu, Y., Hwang, J.-N., & Wang, G. *MovieChat: From Dense Token to Sparse Memory for Long Video Understanding.* (CVPR 2024) ArXiv.org. https://doi.org/10.48550/arXiv.2307.16449 🔗