Feiyang Wu

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Richards Hall, 204 Everest St, Cambridge, MA

EDUCATION

Zhejiang University - University of Illinois Urbana-Champaign Institute, Haining, China Sep 2021 – Jun 2025

BS in Computer Engineering from University of Illinois Urbana-Champaign
BEng Electronics and Computer Engineering from Zhejiang University

- **GPA:** 3.96/4.0 (ZJU); 3.98/4.0 (UIUC)

Harvard University, Cambridge, MA, USA Sep 2025 – May 2027

ME in Computational Science and Engineering from Harvard University expected May 2027

PUBLICATION

MovieChat: From Dense Token to Sparse Memory for Long Video Understanding CVPR 2024

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. (2023, December 2). *MovieChat: From Dense Token to Sparse Memory for Long Video Understanding.* ArXiv.org. https://doi.org/10.48550/arXiv.2307.16449

WORKING EXPERIENCE

LIMX Dynamics July 2025 – Aug 2025

Intern in Machine Learning for Manipulation Beijing, China

- Collaborate to build codebase (currently closed source) that contains several VLAs including OpenVLA and π_0;
- Transplant original code from OpenVLA and OpenVLA-OFT into the new codebase;
- Conducted training, finetuning and evaluation of vision language action models on LIBERO datasetn to test the validity of the codebase.

RESEARCH EXPERIENCE

***Participant*, Diffusion Policy with Joint Torque Modality from Physcial Intelligence Lab, ZJU-UIUC institute** Nov 2024 – May 2025

- Joined the recently established Physical Intelligence Lab of Professor Hua Chen of Zhejiang University;
- Learned about Reinforcement Learning, Imitation Learning, and the widely adopted Diffusion Policy;
- Manipulate ARX robotic arms and duplicate the result of Diffusion Policy on the ARX arms;
- Studies the impact of joint torque modality on diffusion policy.

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

- Conducted research on algorithms related to LIF (Leaky-Integrate and Fire) in Spiking Neural Networks
- Modified the basis of STBP algorithms based on SNN backpropagation to achieve the separation of the two signals of two channels and achieved good results on the MNIST dataset;
- Familiarized with the procedures required for scientific research, determined the research direction, conducted literature research, searched for relevant open-source code, formulated theories and validated theories with code, and wrote reports based on the research conclusion.

***Participant*, Moviechat-1k Project** Apr 2023 – Nov 2023

- Assisted the research group with data annotation, and collaborated with others to annotate 1000+ ten-thousand-frame videos, each with a 100-word summary, 5 questions and answers for the entire video, and 15 questions and answers for random frames, and data was released as an open source dataset on Hugging Face;
- Gained experience of Large Language Models, Video Segmentation, and Models for Computer Vision.

PROJECTS

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

- Worked as a team of 2 in course ECE385 Spring 2024 at UIUC;
- Designed an naive version of game Plants vs. Zombies game, which included four types of plants and one type of zombie, a sunshine collection system, and a PWM sound system, whose code are available at github;
- Wrote a VGA display screen peripheral using Xlinix FPGA development board and System Verilog hardware description language, which allowed the Microblaze microprocessor to control each pixel on the screen;
- Used the Microblaze microprocessor and C language to rewrite the entire logic of the remastered Plants vs. Zombie game, performing simple thread scheduling with timer interrupts.

RazelOS, A Simple Unix-like Operating System Fall 2023

- Worked as a team of 4 in course ECE391 Fall 2023 at UIUC;
- Wrote kernel for a toy operating system called RazelOS using X86 assembly and C Language, which could support six processes and three terminals;
- Wrote code for paging mechanism, signaling, process scheduling, and interrupt handling, developed an understanding of operating system principles, and laid a solid foundation for further learning about Linux.

Competing Robots for Robomaster Competition

- Cooperated with mechanical team to design and build competing robots;
- Conducted robotics control on the STM32-based embedded real-time operating system ChibiOS and ROS2 with ros2-control real time packages in Linux environment;
- Wrote low-level driver for various types of motors and achieved all functions for each mode through CAN interface.

ACTIVITIES & LEADERSHIP

***Head*, RoboMaster Meta Robotics Team of ZJU-UIUC Institute** Sep 2022 – Jun 2023 & Sep 2024 - Jun 2025

- Acted as the captain and leader of ZJU-UIUC institute Robomaster robotics team;
- Involved in control development and team management, leading the team to compete in Robomaster robotics competitions.

SKILLS

Languages: English - Fluent, Mandarin - Native speaker

Programming Languages: C, Python, C++, MySQL, x86 Assembly

Software: CUDA Programming, RTOS, ROS2

HONORS

- National Scholarship of China 2022 & 2023
- First Prize Scholarship of Zhejiang University 2022 & 2023
- Dean's List, UIUC Fall 2023 & Spring 2024
- Bachelor of Computer Engineering with High Honor, UIUC 2025