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EDUCATION

• Undergraduate

Department of Computer Science and Technology, Tsinghua University

GPA: 3.8/4.0

2023 - Present

Beijing, China

• Relevant Courses

Embodied AI/Robotics: Embodied Artificial Intelligence (*), Intelligent system and Robotics (*)

ML/AI: Introduction to Artificial Intelligence (A-), Artificial Neural Network (A), CS285: Deep Reinforcement Learning, 6.S184: Generative AI with Stochastic Differential Equations(*), CS231N: Deep Learning for Computer Vision(*)

Math/Systems: Probability and Statistics (A-), Linear Algebra (A), Calculus (A), High Performance Computing (A), Software Engineering (A)

PUBLICATIONS & PREPRINTS

• UniDex: A Robot Foundation Suite for Universal Dexterous Hand Control from Egocentric Human Videos

IN SUBMISSION

June 2025 - November 2025

The IEEE/CVF Conference on Computer Vision and Pattern Recognition (CVPR) 2026

ANONYMOUS AUTHOR

RESEARCH

• Research Interest

Embodied AI and robotics, with a focus on **bimanual dexterous manipulation** and **Leveraging human demonstrations** to address data scarcity and improve robot learning for manipulation.

• Experience

– DexGen: One Human Video is all you need

November 2025 - Present

- * Built a **3D trajectory reconstruction pipeline** using DepthAnything3, SegmentAnything3, and TraceAnything for accurate object/hand motion tracking.
- * Designed and implemented a **data augmentation and generation pipeline** in the SAPIEN simulation environment to improve robustness and generalization for manipulation learning.
- * Ongoing project, with a planned submission to **RSS 2026**.

– UniDex: A Robot Foundation Suite

June 2025 – November 2025

- * Built a **bimanual dexterous-hand manipulation platform** integrating two Franka arms, InspireHands, WujiHands, RealSense cameras, NUC, and Apple Vision Pro; deployed the **DROID-dataset robot setup** to support the above hardware.
- * Improved the **DemoGen pipeline** for **robot-manipulation data augmentation**, boosting the diversity and quality of collected demonstrations.
- * Performed **high-quality teleoperation** and collected post-training datasets for five manipulation tasks.
- * Paper In Submission to **CVPR 2026**

TECHNICAL SKILLS

– Programming and Scripting Languages

Python, C/C++, Java, Bash/Shell, JavaScript/TypeScript, CUDA, LaTeX, HDML

– Tools and Libraries

Pytorch, Numpy, ROS/ROS2, Sapien, IsaacGym, Polymetis

– Hardware and Robots

Franka Panda, Inspire Hand, Wuji Hand, Leap Hand, X Hand, Robotiq Gripper, Apple Vision Pro, Oculus Quest, Realsense Camera, NUC