YUANHANG ZHANG

☆ Homepage

yuanhanz@andrew.cmu.edu

Github

Google Scholar

Pittsburgh, PA, USA

RESEARCH INTERESTS

My research focuses on advancing robotic loco-manipulation with complex and dynamic physical interaction in the real world. I integrate deep learning and model-based control to achieve agility, adaptivity, and generalizability for robots in cluttered environments.

EDUCATION

Carnegie Mellon University

M.S. in Robotic Systems and Development, GPA: 3.96/4.00

Sept. 2024 - Present

Pittsburgh, USA

Shanghai Jiao Tong University

B.Eng. in Automation, GPA: 3.78/4.3

Shanghai, China Sept. 2019 - Jun. 2023

San Francisco, CA, USA

May 2025 - Present

Pittsburgh, USA

Beijing, China

Oct. 2024 - Present

EXPERIENCE

Amazon, Frontier AI & Robotics (FAR)

Applied Scientist Intern

• Advisors: Prof. Pieter Abbeel and Dr. Rocky Duan

• Topic: perceptive and adaptive humanoid loco-manipulation

Carnegie Mellon University

Research Assistant

• Advisor: Prof. Guanya Shi

• Topic: adaptive humanoid whole-body control, aerial manipulation

Tsinghua University, IIIS

Full-Time Research Assistant

• Advisor: Prof. Huazhe Xu

• Topic: agile and dynamic mobile manipulation with dexterity

Shanghai Jiao Tong University

Research Intern

PUBLICATIONS

• Advisor: Prof. Zhongqiang Ren

• Topic: multi-agent combinatorial path finding

Shanghai, China Jul. 2023 - Dec. 2024

Jan. 2024 - Jul. 2024

- * Equal contribution † Corresponding author
- [1] [Under Review 2026] Yuanhang Zhang, Yifu Yuan, Prajwal Gurunath, Tairan He, Shayegan Omidshafiei, Ali-akbar Agha-mohammadi, Marcell Vazquez-Chanlatte, Liam Pedersen, and Guanya Shi. "FALCON: Learning Force-Adaptive Humanoid Loco-Manipulation".

Page 1

- [2] [RSS 2025] Tairan He*, Jiawei Gao*, Wenli Xiao*, Yuanhang Zhang*, Zi Wang, Jiashun Wang, Zhengyi Luo, Guanqi He, Nikhil Sobanbab, Chaoyi Pan, et al. "ASAP: Aligning Simulation and Real-World Physics for Learning Agile Humanoid Whole-Body Skills".
- [3] [ICRA 2025, Outstanding Paper Nomination @ CoRL LFDM 2025] Yuanhang Zhang, Tianhai Liang, Zhenyang Chen, Yanjie Ze, and Huazhe Xu. "Catch it! learning to catch in flight with mobile dexterous hands".
- [4] [RSS 2025] Guanqi He*, Xiaofeng Guo*, Luyi Tang, Yuanhang Zhang, Mohammadreza Mousaei, Jiahe Xu, Junyi Geng, Sebastian Scherer, and Guanya Shi. "Flying hand: End-effector-centric framework for versatile aerial manipulation teleoperation and policy learning".
- [5] [CoRL 2025] Yitang Li, Yuanhang Zhang, Wenli Xiao, Chaoyi Pan, Haoyang Weng, Guanqi He, Tairan He, and Guanya Shi. "Hold My Beer: Learning Gentle Humanoid Locomotion and End-Effector Stabilization Control".
- [6] [SoCS 2024] Yuanhang Zhang, Xuemian Wu, Hesheng Wang, and Zhongqiang Ren. "Multi-Agent Combinatorial Path Finding with Heterogeneous Task Duration".
- [7] [Under Review 2026] Yufeng Tian, Shuiqi Cheng, Tianming Wei, Tianxing Zhou, Yuanhang Zhang, Zixian Liu, Zhecheng Yuan, and Huazhe Xu. "ViTaS: Visual Tactile Soft Fusion Contrastive Learning for Reinforcement Learning".

Honors & Awards

•	Outstanding Graduate (< 3%), Shanghai Jiao Tong University	2023
•	Merit Student (< 3%), Shanghai Jiao Tong University	2022

COMPETITIONS

International VEX Robotics Competition

Shanghai, China

Programming Team Leader @ SJTU VEX Robotics Club [Website] / [2021 Season Reveal] 2020-2022

- 2021 National VEX Robotics Competition: Tournament Champions & Skills Champion (World Record).
- 2021 VEX Robotics Competition Asian Open: Tournament Champions VEXU; Excellence Award.
- 2021 VEX Robotics Competition China Final: Tournament Champions VEXU; Excellence Award.

National University IOT Design Competition

Shanghai, China

'HarClass': A Cloud-Based Distributed System for Smart Classrooms [Video (Chinese)]

2022

• National First Prize & Harmony Innovation Award (TOP 1%)

SKILLS

Programming: Python, C/C++, MATLAB, JAVA, LaTeX

Frameworks & Tools: Pytorch, Warp, ROS/ROS2, IsaacGym, IsaacSim/IsaacLab, Mujoco, Gazebo

DevOps: AWS, Docker, SkyPilot, Conda, Jenkins, Weights & Biases

Languages: Chinese (Native), English (TOFEL 107)

SERVICE