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## YI WU

### EDUCATION

- 2011–2016 **Bachelor in Information Management and Information Systems**  
School of Economics and Management, Tsinghua University
- 2013–2016 **Second Bachelor in Interactive Media Art**  
Academy of Arts & Design, Tsinghua University  
Specialization: 3D Game Design, Smart Hardware
- 2021–2023 **Erasmus Mundus Joint Master in Big Data Management and Analytics**  
School of Computer Science, Université Paris-Saclay  
Specialization: Massive Graph Analysis

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### PUBLICATIONS

- 2024 ICRA Submitted, First Author **Physics Representation Learning for Dexterous Manipulations**  
Cognitive Robotics and AI Lab (CRAI) · Kent State University  
Video: [https://github.com/jaswu51/ShadowHand\\_Manipulation/](https://github.com/jaswu51/ShadowHand_Manipulation/)
- 2024 ICRA Submitted, Co-Author **Accessibility-Aware Reinforcement Learning for Inclusive Robotic Navigation**  
Cognitive Robotics and AI Lab (CRAI) · Kent State University
- 2022, Poster, First Author **A Survey of Graph Embeddings**  
Tenth European Big Data Management & Analytics Summer School ·
- 2017, Paper, Co-Author **Client Game Valuation Method Based on Social Network**  
<https://ieeexplore.ieee.org/document/8276763> ·
- 2016, Paper, Co-Author **Using Real Option Model to Evaluate Movie Investments Based on Social Network**  
<https://ieeexplore.ieee.org/document/7816961/> ·

## MASTER THESIS

Apr–Aug, 2023

### **Advancing Human-Robot Interaction (HRI) via Digital Twins**

Social AI & Robotics Lab (SAIR) · Kings College London

1. Created an HRI Reinforcement Learning (RL) benchmark for the Toyota Human Support Robot (HSR) in Omniverse Isaac Sim, employing PPO and TD3 as baselines.
  2. Tackled generating desired human USD Skeleton animations.
  3. Explored Digital Twin: for real2sim, 3D scene & human pose reconstruction via InstantNerf and HybriK; for sim2real, vision-based training on photorealistic synthetic scenes, translated to physical robot camera seamlessly.
- [https://github.com/jaswu51/Toyota\\_HSR\\_Benchmark/](https://github.com/jaswu51/Toyota_HSR_Benchmark/)
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## RESEARCH IN ROBOTICS

Oct, 2023–Present

### **Literature Review on VLMs-Powered Robotics**

Cognitive Robotics and AI Lab (CRAI) · Kent State University

Reviewed literature on applications of LLMs in robotics, including RT-X, PaLM-E, Eureka, etc. Investigated model architectures of VLMs like CLIP, BLIP, BLIP-2, MiniGPT-4, and LLaVA that serve as base models for LLMs. Gained hands-on experience with prompt engineering fine-tuning techniques such as PEFT (Q-LoRA), TRL, and DDP. Explored techniques to extend context size for LLMs, such as LongLoRA.

[https://github.com/jaswu51/LLM\\_Finetune/](https://github.com/jaswu51/LLM_Finetune/)

Nov, 2022–Sep, 2023

### **Physics Representation Learning for Dexterous Manipulations**

Cognitive Robotics and AI Lab (CRAI) · Kent State University

1. Developed a Physics Representation Learning (PRL) framework for anthropomorphic robotic hand manipulations that models actions during long-period tool-use manipulations as selections of underlying fundamental physics laws (i.e. spatial constraints, kinematics, and dynamics).
2. Validated the proposed PRL framework using PPO and A2C reinforcement learning algorithms in four complex tool-use tasks simulated in Isaac Sim using the Shadow Hand model: hammering a nail, sweeping with a broom, pinching a cube with tweezers, and opening a bottle cap.

Video: [https://github.com/jaswu51/ShadowHand\\_Manipulation/](https://github.com/jaswu51/ShadowHand_Manipulation/)

Jun, 2023–Sep, 2023

### **Accessibility-Aware Reinforcement Learning for Inclusive Robotic Navigation**

Cognitive Robotics and AI Lab (CRAI) · Kent State University

Participated in designing and implementing experiments to assess the model's effectiveness in various disability-assistance scenarios, including navigating disabled individuals in environments like museums, traffic, and building patios.

## RESEARCH IN GRAPHS

Sep, 2022–Feb, 2023	<p><b>Video Anomaly Detection via Massive Graph Analysis</b> Laboratoire de Recherche en Informatique(LRI) · Université Paris-Saclay</p> <p>Workflow: Applied object detection on ShanghaiTech, Avenue, and Street Scene datasets using YOLOv5+Deepsort. Converted objects' spatial-temporal relationships into graphs. Used Graph Attention Networks (GATs) for hetero-graph embeddings and classified graph anomalies using Transformer's encoder module. <a href="https://github.com/NiccoloMorabito/BDRP-SequentialSpatialGraphs/">https://github.com/NiccoloMorabito/BDRP-SequentialSpatialGraphs/</a></p>
July, 2023	<p><b>A Survey of Graph Embeddings</b> Tenth European Big Data Management &amp; Analytics Summer School ·</p> <p>Reviewed various Graph Embedding methods including GCN, GAT, GraphSage, DeepWalk, etc., and applied them using PyG, DGL, and NetworkX libraries. <a href="https://github.com/jaswu51/A_Survey_of_Graph_Embeddings/">https://github.com/jaswu51/A_Survey_of_Graph_Embeddings/</a></p>
Mar–Jun, 2023	<p><b>Graph Database Explorations</b> Universitat Politècnica de Catalunya ·</p> <ol style="list-style-type: none"><li>1. Property Graph: analyzed DBpedia data via Neo4j, implemented page-rank, and betweenness algorithms.</li><li>2. Distributed Graph: utilized Pregel and GraphX to conduct distributed analysis.</li><li>3. Knowledge Graph: generated TBOX and ABOX via RDFLib, and conducted SPARQL queries in GraphDB.</li></ol>
Mar–Jun, 2023	<p><b>Entrepreneurial Project: Food Recommendation App in Barcelona</b> Universitat Politècnica de Catalunya ·</p> <p>Workflow: Scraped Barcelona restaurant reviews, descriptions, and images from Google Maps, Yelp, and Instagram and loaded them into an HDFS temporary storage zone. Transmitted the data to MongoDB for persistent storage, preprocessed it using SparkRDD, and generated new feature tags. Transferred the data into Neo4j to construct relationships between restaurant-user pairs and user-user pairs. Recommended restaurants through collaborative filtering based on these relationships. Tested the recommendation system on the restaurant Els Quatre Gats (Four Cats), which Picasso frequented during his time in Barcelona. The system successfully recommended restaurants with similar vibes.</p>

## WORK EXPERIENCE

Nov, 2022–Present

### AI Agent Developer, Intern

Center for Collaborative & Conversational Intelligence (C3I) · Department of Electronic Engineering, Tsinghua University

1. Participated in the design of custom tools, chains, planners, and agent Re-ACT mechanisms, avoiding reliance on existing frameworks, such as Langchain, in order to tailor solutions to our specific needs.
2. Collaborated with the National Protein Science Center to embed their knowledge graphs into vector databases. Linked knowledge graphs with academic papers in PDF format, enhancing the integration of diverse data sources.

Apr, 2018 – Aug, 2019

### Technology Investment Manager, Full Time

Node Capital ·

1. Research: Chief researcher at Node Research Center, producing published media articles on Formal Verification, AI & Blockchain, IoT & Blockchain, and Distributed Storage. Co-author of the published book “Blockchain+”.
2. Investments and Incubation: Led due diligence on eight investments focused on AI, Blockchain, New Consumptions, ranging from Angel to Series B rounds. Successfully incubated four projects (Fractal, Bitcent, Bitforest, Matrix) with a total fundraising size of 10 million USD.
3. Networking: Engaged actively in business networking with top-tier technology ventures, including Metastable, Polychain, DCG, and Pantera. Facilitated the industry-academic collaboration.

Mar–Jun, 2023

### Business Analyst, Full Time

Global Fund Management, JD Capital ·

1. Client Database Maintenance: Maintained the Limited Partner investor database and their portfolios. Predicted LPs' investment preferences and conducted credit investigations for their portfolios.
2. Fundraising for Funds: Collaborated on drafting USD FUND III Private Placement Memorandum and PitchBook with King & Wood Mallesons HK office. Engaged in communications with potential LP investors.

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## Programming

Deep Learning	Pytorch, Huggingface, DeepSpeed, Jax, Gymnasium
AI Agent development	Langchain, Autogen frameworks
Robotics simulators and 3D software	Omniverse Isaac Sim, Mujoco, Unity, Maya, etc.
Hardware	ROS, Arduino, Raspberry Pi
Data engineering	No-SQL databases, Spark, Tableau

**LANGUAGES**

Chinese (mother tongue)  
English (GRE 331, TOEFL 103)  
French (basic)  
Spanish (basic)

**HOBBY**

Science fiction, Ukulele