Jiajun Liu

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 JEdward | JEdward | Personal Website

EDUCATION EXPERIENCE

- **Renmin University, China**   Sep 2023 - Present
  Bachelor's degree, Gaoling School of Artificial Intelligence
  GPA: 3.86/4.00 (Rank 3 / 60)

RESEARCH EXPERIENCE

- **Research Intern, Renmin University, China**   Jan 2025 - Present
  - **Advisor**: Chongxuan Li.
  - **Topic**: 3D World Model - FlexWorld
- **Reaserch Intern, Northwestern University, USA**   Jun 2025 - Present
  - **Mentor**: Manling Li
  - **Topic**: Reasoning Models and Spatial VLM

BASIC INFOMATION

- **Research Interest: Reinforcement Learning, Spatial Intelligence, Generative Models**
- **Language Proficiency: Mandarin (native), English (fluent speaker, CET-6 Test Score: 569)**
- **Professional Skills:** Good at **Linux development**. Skilled in **Python, C/C++**; Familiar with deep learning frameworks like **PyTorch**. Currently learning distribution computing frameworks like Ray.

PUBLICATION LIST

1. Wenqi Zhang*, Mengna Wang*, Gangao Liu, Huixin Xu, Yiwei Jiang, Yongliang Shen, Guiyang Hou, Zhe Zheng, Hang Zhang, Xin Li, **Jiajun Liu**, Weiming Lu, Peng Li, Yueting Zhuang. *Embodied Reasoner: Synergizing Visual Search, Reasoning, and Action for Embodied Interactive Tasks*, **Preprint**.

PROJECT EXPERIENCE

- **Embodied Reasoner (With OSPP's funding, 150+ Github Stars)** *Main contributor*   ⊕
  - **Topic**: Embodied-Reasoner is a multimodal model designed for deep reasoning and long-horizon interaction in embodied environments. I'm contributing to resolving two key bottlenecks — ambiguity in identical object instances and imprecise targeting of large objects, aiming to improve spatial accuracy and interaction robustness.
- **RAGEN & VAGEN: Training Agents by Reinforcing Reasoning (With 2.2k+ Github Stars)** *Contributor*   ⊕
  - **Topic**: This pair of projects utilize RL to operate effectively in interactive and stochastic environments. They address the challenges of extending RL beyond static, single-turn tasks by handling multi-turn interactions and environmental uncertainty. I contributed to developing env.spoc and bug detection.

SELECTED AWARDS AND SCHOLARSHIP

- **Silver Medal, International Collegiate Programming Contest (ICPC) East-Asia Continent Final**   Dec 2024
  Awarded by ICPC Foundation   ⊕
- **Silver Medal, 2024 CCF Collegiate Computer Systems & Programming Contest (CCSP)**   Oct 2024
  Awarded by China Computer Federation (CCF)   ⊕
- **Ranked 589 Globally, 2024 Meta Hacker Cup Human track**   Oct 2024
  Awarded by Meta   ⊕
- **2025 "Linghang" Intellectual Excellence Dean's Scholarship**   Dec 2024
  Awarded by ByteDance and Gaoling School of Artificial Intelligence   ⊕
- **National Second Prize, Chinese Physics Olympiad for High School Students (CPhO)**   Oct 2021
  Awarded by Chinese Physics Olympiad Committee   ⊕

SERVICES AND PRESENTATIONS

- **Talk: "Intelligent Programming: The New Paradigm of Programming in the AI Era"**   Feb 2025
  Invited by Student Union & Gaoling School of Artificial Intelligence   ⊕
- **Talk: "Algorithm and Artificial Intelligence"**   Mar 2025
  Invited by Information School of RUC   ⊕
- **Video: "My Experience Using AI+ Tools to Create Videos"**   Oct 2024
  Invited by China Computer Federation (CCF)   ⊕