Jiajun Liu

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 JEdward | JEdward | Personal Website

BASIC INFOMATION

- **Education:** *Bachelor's degree* (2023 - 2027), **Gaoling School of Artificial Intelligence, Renmin University of China**
- **Academic Performance: GPA: 3.87/4.00 (Rank 3 / 60)**, ranking 1-st in the first and fourth semester
- **Research Interest: Spatial Intelligence, World Model, Embodied AI**
- **Language Proficiency: Mandarin (Native), English (Fluent speaker, CET-6 Test Score: 604; Oral: Excellent)**
- **Professional Skills: Linux development**, **Python, C/C++**, **PyTorch**

RESEARCH EXPERIENCE

Research Intern, GSAI-ML Group, Renmin University, China　　　　　　　Jan 2025 - Aug 2025
- **Advisor**: Chongxuan Li
- **Topic**: 3D world model for explorable scene generation from a single image or text prompt.

Research Intern, MLL-Lab, Northwestern University, USA　　　　　　　Jun 2025 - Sep 2025
- **Mentor**: Manling Li
- **Topic**: RL-based VLM agents with tool-use abilities to get novel-view images to help improve performance on spatial intelligence tasks, in collaboration with Microsoft.

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*
  - Embodied-Reasoner (ER.) is a multimodal model designed for deep reasoning & long-horizon interaction. In OSPP, similar to GSoC, AGIROS Community selected me as the contributor in charge of ER. from all the applicants. I've committed to testing ER. on Alfred and contributed to resolving two key bottlenecks — ambiguity in identical object instances & imprecise targeting of large objects, further improving spatial accuracy and interaction robustness.
- **RAGEN & VAGEN: Training Agents by Reinforcing Reasoning (With 2.2k+ Github Stars)** *Contributor*
  - This twin of projects empower agents with RL to operate effectively in interactive and stochastic environments by handling multi-turn interactions and environmental uncertainty. I contributed to developing more environments and mask functions to compute the loss only for the parts generated by the model, which actually made training more stable.

SELECTED AWARDS AND SCHOLARSHIP

- **Silver Medal, International Collegiate Programming Contest (ICPC) East-Asia Continent Final**　Dec 2024
  Awarded by ICPC Foundation
- **Gold Medal, "Xiaomi Cup" China Collegiate Programming Contest (CCPC) Invitational Contest**　Apr 2025
  Awarded by CCPC Committee and Xiaomi
- **Silver Medal, 2024 CCF Collegiate Computer Systems & Programming Contest (CCSP)**　Oct 2024
  Awarded by China Computer Federation (CCF)
- **National Scholarship**　Sep 2025
  Awarded by Ministry of Education of the People's Republic of China
- **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

- **Video: "My Experience Using AI+ Tools to Create Videos"**　Oct 2024
  Invited by China Computer Federation (CCF) for 2024 *China National Computer Conference (CNCC) Super Forum*
- **Talk: "Algorithm and Artificial Intelligence"**　Mar 2025
  Invited by Student Union & Gaoling School of Artificial Intelligence | Invited by Information School