

Wanjia Fu

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EDUCATION

Brown University

Providence, RI | Expected Graduation May 2026

Expected Sc.B in Computer Science and A.B in Mathematics

• Relevant Courses: (*grade: A*): Learning and Sequential Decision Making, Deep Learning, Computer Vision, Computer Graphics, Computer Networks, Design/Analysis of algorithms, Introduction to Software Engineering (*grade: S**), Accelerated Introduction to Computer Science, Real Analysis, Operations Research: Probabilistic Models, Computational Probabilities and Statistics, Intro Computational Linear Algebra, Applied Partial Differential Equations; (*expected grade: A*): Reintegrating AI, Advanced Topics in Deep Learning, Probabilistic Methods in CS, Recent Applications of Prob/Stat

RESEARCH

Unitac: Whole-Robot Touch Sensing Without Tactile Sensors (*under IROS review*) Providence, RI | Nov 2024 – Mar 2025

- Present a data-driven model, UniTac, that leverages built-in joint torque sensors to achieve live whole-body touch sensing across various robot platforms, eliminating the need for dedicated tactile sensors
- UniTac demonstrates generalizability across multiple robot instances with the same type, allowing a wider community to use it as an off-the-shelf interface directly
- Demonstrate potential applications in touch-based human-robot interaction, including bio-inspired quadruped choreography

(CVPR 2025) GigaHands: A Massive Annotated Dataset of Bimanual Hand Activities Providence, RI | Jul - Nov 2024

- Generated contact heat map across bimanual hand-object and hand-hand activities of diverse scenes
- Synchronized RGB videos across in the Brown Interactive Capture Systems for 2D, 3D key points and MANO model fitting
- Collected data for the GigaHands dataset, which consist of more than forty actions with text annotations
- Tried to implement 3D Dynamic Gaussian Splatting on the multi-view camera data of scenes

Shape-Based Skill Transfer, Undergrad Research Assistant at Intelligent Robotics Lab Providence, RI | Aug 2023 – Aug 2024

- Learned latent representations of object parts for mugs and spatulas to carry out pouring and scooping tasks, and tried to learn a robust skill for all shapes of the same object category, with advisor Dr. George Konidaris
- Worked on ROS and reinforcement learning, Boston Dynamics Spot robots, and KUKA robotic arms with radar cameras

INTERNSHIP & ON CAMPUS EMPLOYMENT

Hydsoft Technology Co. Ltd., Product Operation Intern

Shanghai, China | May 2023 - Jun 2023

- Designed AI customer service to improve plane ticket booking system based on Baidu UNIT and natural language processing
- Designed front-end poster layout and user interface in a 10-member team for China Mobile Smart Card Production Platform
- Received the PaddlePaddle AI Technical Engineer Certificate as Intelligent Customer Service Engineer by Baidu AI Cloud

Pinhole Camera Models, Software Engineering Intern at Brown Visual Computing

Providence, RI | June 2023 - Aug 2023

- Employed front-end and back-end development with Three.js, Javascript, HTML, and CSS to create an online website tutorial on camera projection and perspective projection for the class Computer Vision for Dr. James Tompkin
- Improved upon two existing online tutorials on affine transformations and the fundamental matrix for course development

Brown Computer Vision, Undergraduate Teaching Assistant; Head Teaching Assistant

Providence, RI | Jan 2024 - Dec 2024

- Helped design and develop course material, improved its webpage on a biannual basis, managed organization Github repository, upgraded Gradescope autograders, maintained assignment code management
- Graded and attended TA Hours and ED Hours for projects on image filtering, feature matching, camera geometry, scene classification, convolutional neural network, and a computer vision final project

AWARDS & SKILLS

Awards: Pathways@RSS 2025 Fellowship Award, Randy Pausch Undergraduate Research Fellowship Award, Advanced Undergraduate Research SPRINT Fellowship

Technical Skills: (fluent) Python, HTML, CSS; (experience) Java, C++, C, Typescript, Javascript, WebGL, OpenGL, Golang, React

Language: Trilingual proficiency in English, Spanish (Awarded C1 by El Instituto Cervantes), Chinese

ACTIVITIES & LEADERSHIP EXPERIENCE

Brown IgniteCS, Member

Providence, RI | Sept 2023 – May 2024

- Designed and developed a series of courses related to AI and taught as guest lecturer at Nathanael Greene Middle School
- Designed and developed the coding club on HTML, CSS at the Sophia Academy coding club for 1.5 hours per week

Brown Moli East Asian Dance Company, Co-Secretary Chair; Co-Director

Providence, RI | May 2022 – now(ongoing)

- Organized members, logistics, and finance for the club, prepare for annual spring show, teach Chinese dances