





# Shaofeng Yin

 [github.com/operator22th](https://github.com/operator22th)  [operator22th.github.io](https://operator22th.github.io)  +86 13918169235  [yinshaofeng04@gmail.com](mailto:yinshaofeng04@gmail.com)

## EDUCATION

**Tsinghua University**

Sept. 2022 – Present

*B.S. Information and Computing Science; GPA: 4.0/4.0; Rank: 1*

## PUBLICATIONS & PREPRINTS

- [1] **Shaofeng Yin\***, Yanjie Ze\*, Hong-Xing Yu, C Karen Liu, and Jiajun Wu. Visualmimic: Visual humanoid loco-manipulation via motion tracking and generation. *In Submission to ICRA 2026*.
- [2] Jialong Wu, **Shaofeng Yin**, Ningya Feng, and Mingsheng Long. RLVR-World: Training World Models with Reinforcement Learning. *Advances in Neural Information Processing Systems*, 2025.
- [3] **Shaofeng Yin\***, Jialong Wu\*, Siqiao Huang, Xingjian Su, Xu He, Jianye Hao, and Mingsheng Long. Trajectory World Models for Heterogeneous Environments. In *Proceedings of the 42nd International Conference on Machine Learning (ICML)*, 2025.
- [4] Jialong Wu\*, **Shaofeng Yin\***, Ningya Feng, Xu He, Dong Li, Jianye Hao, and Mingsheng Long. iVideoGPT: Interactive VideoGPTs are Scalable World Models. In *Advances in Neural Information Processing Systems*, 2024.

## RESEARCH EXPERIENCE

**VisualMimic** | Advisor: Prof. Jiajun Wu & Prof. Karen Liu | Stanford University

Feb.2025 – Sept.2025

- Pioneered the **first** sim-to-real reinforcement learning (RL) framework for **whole-body visual humanoid loco-manipulation**.
- Introduced a **general** hierarchical control architecture, consisting of a low-level motion tracker and a high-level motion generator.
- Achieves **natural, human-like behaviors** effortlessly via a low-level tracker trained on human motion data—eliminating the need for adversarial training or costly human demonstrations, as required in prior work.
- Easily incorporates new tasks via a high-level motion generator trained with **simple reward signals**—unlike prior sim-to-real RL approaches that rely on extensive and complex reward engineering.
- No MoCap? No problem. Our policy generalizes robustly to **challenging real-world settings**—including outdoor environments—empowering humanoids to perform tasks like box-pushing autonomously, day or night.
- Visibility and recognition: 91k+ views on X, featured by RoboPapers, and invited to present at Amazon’s Frontier AI and Robotics (FAR).
- **Leader of the project. In submission (co-first author).**

**RLVR-World** | Advisor: Prof. Mingsheng Long | Tsinghua University

Feb.2025 – June.2025

- Identified a **key insight**: As world models grow in sophistication, their training objectives increasingly diverge from the true goal of world modeling.
- Proposed the **first** framework to directly optimize world models for task-specific metrics using Reinforcement Learning with Verifiable Rewards (RLVR).
- Demonstrated that adopting RLVR leads to significantly faster and more effective post-training adaptation.
- Achieved substantial performance gains on both **language** and **video** world models across challenging domains including text-based games, web navigation, and robotic manipulation.
- Redefined how world models support downstream tasks—unlocking direct task optimization and offering a paradigm-shifting perspective for the community.
- **Core contributor. Paper accepted by NeulPS 2025 (second author).**

- Identified a **fundamental limitation** in current world models: they often ignore sensor-actuator configurations, and existing datasets are highly heterogeneous in this regard.
- Designed a **unified architecture** capable of modeling data from diverse environments with varying morphologies—enabling effective transferability and even zero-shot generalization.
- Curated and pre-trained the model on **1.3 million trajectories** collected from heterogeneous embodied environments.
- Achieved strong **zero-shot generalization** and demonstrated substantial **pre-training benefits** on **downstream tasks**, including Off-Policy Evaluation and Model Predictive Control.
- **Leader of the project. Paper accepted to ICML 2025 (co-first author).**
- Received reviewer praise: **“This work could inspire future research on generalist world models.”**

- Addressed a key question: How can recent advances in **scalable video generative models** be leveraged to build **interactive visual world models**?
- Developed one of the first world modeling frameworks that unifies both scalability and interactivity in a single system.
- Pretrained on 1.4 million **robot manipulation trajectories**, achieving **step-level interactivity** through autoregressive modeling.
- Introduced a compressive tokenization strategy to reduce memory usage during training and enable faster rollouts at inference.
- **Core contributor. Paper accepted to NeurIPS 2024 (co-first author).**

INVITED TALKS

<b>Amazon FAR</b>   <i>Title: Visual humanoid loco-manipulation via motion tracking and generation</i>	Nov. 2025
<b>RoboPapers</b>   <i>Title: Visual humanoid loco-manipulation via motion tracking and generation</i>	Oct. 2025
<b>Zhili Seminar</b>   <i>Title: World Models in Robotics: An Exploratory Perspective</i>	May. 2025

LEADERSHIP

<b>Student Life Coordinator</b>   <i>Tsinghua University</i>	2025
<b>Team Leader</b>   <i>Student Research Training Program, Grand Price (Top 1 of 1,852 Projects)</i>	2024

HONORS

<b>National Scholarship (Top 0.2% domestically)</b>   <i>Highest honor for undergraduates</i>	Oct. 2025
<b>SenseTime AI Scholarship (Top 30 domestically)</b>   <i>Top 30 undergraduates in China</i>	June. 2025
<b>SRT Grand Prize (Top 1 of 1,852 Projects)</b>   <i>Student Research Training Program</i>	Dec. 2024
<b>Scholarship for Excellence in All Aspects</b>   <i>University Scholarship</i>	Oct. 2023, Oct. 2024
<b>Spark Scientific and Technological Innovation Fellowship (Top 1% in university)</b>   <i>Fellowship</i>	May. 2024
<b>First Prize of National College Students’ Physics Contest</b>   <i>Contest</i>	Dec. 2023
<b>Scholarship for Excellence in Academic Performance</b>   <i>University Scholarship</i>	Oct. 2023

SKILLS

<b>Languages:</b> Proficient in C++, Python, and SystemVerilog. Experienced with <i>PyTorch</i> and <i>JAX</i> .
<b>Maths:</b> Familiar with mathematics analysis, measure theory, linear algebra, abstract algebra, probability theory, statistics, causal inference, and discrete mathematics
<b>Platform:</b> <i>IsaacGym, IsaacLab, Mujoco, Unitree G1</i>
<b>TOEFL Score:</b> 108 (Speaking 23)