Shaofeng Yin

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EDUCATION

Tsinghua University

Sept. 2022 – Present

B.S. Information and Computing Science; GPA: 3.953/4.0; Major GPA: 4.0/4.0; Rank: 1/30

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. *arXiv* preprint *arXiv*:2509.20322, 2025.
- [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 Long¹ iVideoGPT: Interactive VideoGPTs are Scalable World Models. In *Advances in Neural Information Processing Systems*, 2024.

RESEARCH EXPERIENCE

VisualMimic | Advisor: Karen Liu & Jiajun Wu| Stanford University

Feb.2025 - Sept.2025

- A sim-to-real visual whole-body control framework for humanoid loco-manipulation.
- Accomplish a wide range of loco-manipulation tasks such as box lifting, pushing, football dribbling, and kicking.
- Policies generalize robustly to **outdoor environments**.

RLVR-World | Advisor: Mingsheng Long | Tsinghua University

Feb.2025 – June.2025

- Propose RLVR-World, a framework to directly optimize world models for task-specific metrics via reinforcement learning with verifiable rewards (RLVR).
- Model world transitions as tokenized sequence prediction with rewards based on decoded outputs.
- Achieve strong gains on language and video world models across text games, web navigation, and robot manipulation.

TrajWorld | Advisor: Mingsheng Long | Tsinghua University

Sept.2024-Feb.2025

- Try to answer the question: Can we **transfer dynamics knowledge** from other morphologies?
- Pre-train on a total of 1.3 million trajectories from heterogeneous environments
- Demonstrate favorable zero-shot generalization and significant pre-training advantages on **downstream tasks** like Off-Policy evaluation and Model Predictive Control.

 $\rm July.2024-Aug.2024$

- Aim to improve physical interaction modeling in high-stiffness regions, which are critical for agile control.
- Achieve stiffness-awareness by incorporating a variance threshold into the Model Predictive Control framework.
- Develop an accurate model in stiff regions for Go2 control

iVideoGPT | Advisor: Mingsheng Long | Tsinghua University

Sept.2023 – June.2024

- Answer the question: How can we leverage the **advancements in scalable video generative models** for developing **interactive visual world models**?
- Achieve **step-level interactivity** via next-token prediction.
- Pre-train on a total of 1.4 million robot manipulation trajectories.
- Develop compressive tokenization method to enable memory savings during training and faster rollouts during generation.

^{1*} indicates equal contribution.

Honors

SenseTime Scholarship Top 30 undergraduates in China	June. 2025
Scholarship for Excellence in All Aspects University Scholarship	Oct. 2023, Oct. 2024
Spark Scientific and Technological Innovation Fellowship (top 1% in university) \mid Fello	owship May. 2024
The First Prize of (National) Regional College Students' Physics Contest \mid Contest	Dec. 2023
Scholarship for Excellence in Academic Performance University Scholarship	Oct. 2023

SKILLS

Languages: Proficient in C++, Python, and SystemVerilog. Experienced with PyTorch and JAX.

 ${f Maths}$: Familiar with mathematics analysis, measure theory, linear algebra, abstract algebra, probability theory, statistics, causal inference, and discrete mathematics

TOEFL Score: 108 (Speaking 23)