

Boyang YU

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Education

- 09/2020 – 08/2022 **Peking University**, Beijing, China
- School of Physics
 - Completed coursework for a Bachelor of Science in Physics for the first two years.
 - Made a decision to transition to Computer Science and switched majors in 09/2022.
- Since 09/2022 **Peking University**, Beijing, China
(Graduated in fall 2025) - Bachelor of Science in Computer Science, School of Electronics Engineering and Computer Science.
- GPA: 3.58/4.00 (86/100)

Research Experiences

05/2023 - Present **Prof. Libin Liu's** group, VCL lab, PKU, China

Projects:

- Implemented kinematics-based animation techniques for real-time locomotion control.
- Developed fatigue state action generation using RL-based methods with GANs on Isaacgym, focusing on physics-driven motion generation.
- Currently conducting research on motion style transfer with a physics-based approach, utilizing AdaptNet and stylization techniques such as AdaIN and CycleGAN.

07/2024 - Present **Prof. Yuxiong Wang's** group, University of Illinois at Urbana-Champaign, USA

Projects:

- Investigated human-object interaction (HOI) control using RL and GAN-based models, applying policies to tasks like ball-picking and dribbling.
- Focusing on compliance control in HOI, exploring how torque influences policies to achieve more natural and stable motion for real-world robotics applications.

Language Skills

10/2024 **TOEFL** R: 26 L: 27 S: 22 W: 27 Total: 102

Selected Awards

- * Excellent Study Award from Peking University
- * Wanglaoji Enterprise Scholarship
- * Second-class scholarship for freshmen

Technical Skills

- Coding: C/C++, Python (including Pytorch)
- Machine learning: reinforcement learning, machine learning theory
- Graphics: character animation, physics simulation, experience using Isaacgym
- Generative models: Variational Autoencoders (VAE), Generative Adversarial Networks (GAN)