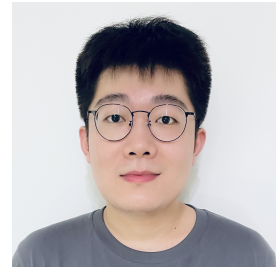


Yijun (Steven) Yang

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🏠 <https://stevenyangyj.github.io>
Google Scholar Page



Education

- University of Technology Sydney** *Jan 2020 - Jul 2024*
Ph.D. Student in Computer Science
Australian Artificial Intelligence Institute, Advisor: Prof. Chengqi Zhang, Prof. Jing Jiang
- Southern University of Science and Technology** *Jul 2017 - Oct 2019*
Research Assistant in Computer Science
- Beijing University of Aeronautics and Astronautics** *Sep 2013 - Jun 2017*
Bachelor in Automatic Control

Selected Publications

- **Embodied Multi-modal Agent Trained by an LLM from a Parallel Textworld**
Yijun Yang, Tianyi Zhou, Kanxue Li, Dapeng Tao, Lusong Li, Li Shen, Xiaodong He, Jing Jiang, Yuhui Shi
2024, IEEE/CVF Conference on Computer Vision and Pattern Recognition (CVPR)
[Webpage](#)
- **MuEP: A Multimodal Benchmark for Embodied Planning with Foundation Models**
Kanxue Li, Baosheng Yu, Qi Zheng, Yibing Zhan, Yuhui Zhang, Tianle Zhang, Yijun Yang, Yue Chen, Lei Sun, Qiong Cao, Li Shen, Lusong Li, Dapeng Tao, Xiaodong He
2024, International Joint Conference on Artificial Intelligence (IJCAI)
[Webpage](#)
- **PyPop7: A Pure-Python Library for Population-Based Black-Box Optimization**
Qiqi Duan, Guochen Zhou, Chang Shao, Zhuowei Wang, Mingyang Feng, Yijun Yang, Qi Zhao, Yuhui Shi
2024, Journal of Machine Learning Research (JMLR)
[Webpage](#)
- **Continual Task Allocation in Meta-Policy Network via Sparse Prompting**
Yijun Yang, Tianyi Zhou, Jing Jiang, Guodong Long, Yuhui Shi
2023, International Conference on Machine Learning (ICML)
[Webpage](#)
- **Pareto Policy Pool for Model-based Offline Reinforcement Learning**
Yijun Yang, Jing Jiang, Tianyi Zhou, Jie Ma, Yuhui Shi
2022, International Conference on Learning Representations (ICLR)
[Webpage](#)

Industry Experience

- Tencent AI Lab** *Aug 2024 - Now*
Research Scientist @ Game AI
- Train generalist agents for game environments (e.g. the FPS Game) using reinforcement and imitation learning
 - Explore the potential of LLMs and VLMs in decision-making scenarios

Project of Tencent's Foundation Models*Feb 2024 - Jul 2024*Research Intern @ [Video Generation Team](#)

- Reproduced a video generation model matching the level of OpenAI's SORA
- Developed VQ-GAN models and the whole training pipeline for efficient visual tokenizers
- Built a real-time method for synthesizing audio-driven portrait videos from a single image

JD Explore Academy*Jun 2023 - Dec 2023*

Research Intern @ Robot Learning Team

- Developed embodied multi-modal agents for robotic navigation and manipulation tasks

Awards

- 2024 Dean's award by UTS Faculty of Engineering & Information Technology for my PhD thesis
- 2022 Student best paper award by the Australian Artificial Intelligence Institute
- 2022 Best paper final list by International Conference on Parallel Problem Solving From Nature

Services

Technical Paper Reviewer for:

- Annual Conference on Neural Information Processing Systems (NeurIPS)
- International Conference on Learning Representations (ICLR)
- International Conference on Machine Learning (ICML)
- IEEE / CVF Computer Vision and Pattern Recognition Conference (CVPR)
- European Conference on Computer Vision (ECCV)
- IEEE Transactions on Pattern Analysis and Machine Intelligence (TPAMI)
- ACM Computing Surveys (CSUR)