

Yifan Yin

📍 Baltimore, MD ✉ yyin34@jhu.edu 🌐 github.com/yifanyin11 in linkedin.com/in/yifan-yin11

Research Interests

- 3D world modeling and representation learning
- Robot learning (language grounding, physical reasoning)
- Human-robot collaboration

Education

Ph.D. in Computer Science
Johns Hopkins University (JHU)

Baltimore, MD
Aug 2024 – Present

- Research areas: Embodied AI, human-robot interaction.

M.S.E. in Robotics
Johns Hopkins University (JHU)

Baltimore, MD
Aug 2021 – May 2023

- Thesis Focus: Perception systems, manipulation.

B.Eng. in Mechanical Design & Automation
Sichuan University (SCU)

Chengdu, China
Sep 2017 – Jun 2021

- Dean's List; Academic Star; CGPA: 3.91/4.00

Experience

Research Intern
Social Cognitive AI (SCAI) Lab, JHU

Baltimore, MD
Jul 2024 – Aug 2024

- Developed *PartInstruct*, the first benchmark for training & evaluating part-level manipulation models.
- Built a dataset of 513 objects across 14 categories and 1,302 tasks in 16 classes with detailed part annotations.
- Generated 10,000+ expert demos with task instructions, part-based skill chains, and 3D annotations.
- Designed a comprehensive test suite to assess generalization across novel states, objects, and tasks.
- Benchmarked SOTA VLAs and VLM hierarchical planners; revealed challenges in part grounding, 3D part-level action prediction, and long-horizon fine-grained manipulation.

Computer Vision Intern
PediaMetric Inc.

Rockville, MD
Jul 2023 – Jul 2024

- Built a classifier for skull abnormality types; achieved 94.6% sensitivity and 99.3% specificity.
- Prototyped smartphone-based 3D cranial reconstruction using CV, DL, and shape modeling.

Publications (* equal contribution)

Preprints & Under Review

- J. Chen, T. Zhang, X. Xuan, J. He, **Y. Yin**, H. Shi, S. Ye, R. Yuan, X. Li, T. Shu, A. Yuille. *Real-Time Generative DeOcclusion for Visual Geometry and Robotics*. Submitted to *CVPR*, 2026.
- L. Ying, X. Li, S. Aarya, Y. Fang, **Y. Yin**, J. X. Liu, S. Tellex, J. B. Tenenbaum, T. Shu. *Pragmatic Embodied Spoken Instruction Following in Human-Robot Collaboration with Theory of Mind*. arXiv:2409.10849, 2025. Preprint.

Peer-reviewed Conference Papers

- **Y. Yin***, Z. Han*, S. Aarya, S. Xu, J. Wang, J. Peng, A. Wang, A. Yuille, T. Shu. *PartInstruct: Part-level Instruction Following for Fine-grained Robot Manipulation*. *Robotics: Science and Systems (RSS)*, 2025.
- **Y. Yin**, Y. Wang, Y. Zhang, R. H. Taylor, B. P. Vagvolgyi. *Applications of Uncalibrated Image-Based Visual Servoing in Micro- and Macroscale Robotics*. *IEEE CASE*, 2023.

In-Progress Projects

Generative 3D World Models as 3D Grounded Belief Models for Embodied Agents

- Developed a generative 3D world model that predicts unseen scene geometry from partial observations in an explicit and actionable 3D representation.
- Enabled key embodied capabilities: spatially consistent scene expansion, object permanence, semantically informed future prediction, and fast online inference for real-time operation.
- Integrated the model with an embodied agent to continually update world beliefs and replan future motion, supporting closed-loop navigation. Demonstrated advances on challenging embodied tasks.

Real-Time Generative DeOcclusion for Visual Geometry and Robotics

- Proposed a fast, general-purpose de-occlusion pipeline that selects informative viewpoints, performs 2D amodal completion, and fuses results via depth-aware 3D integration from RGB and point clouds.
- Produced spatially coherent, occlusion-aware reconstructions without extra supervision or heavy optimization; improved full-scene and occluded-region metrics across indoor, outdoor, and in-the-wild datasets.
- Applied to 3D scene understanding to yield substantial gains in object-level perception; compatible with downstream robotics tasks.

Skills

Programming: Python, C/C++, MATLAB, C#, SQL

ML/Robotics: PyTorch, ROS/ROS2, SLAM, Sensor Fusion, Kinematics, Visual Servoing, Motion Planning

Computer Vision: 3D Scene Understanding, 3D Perception, Neural Rendering, 3D Reconstruction

Tools: Git, Slurm, AI2-THOR, Isaac Sim, MuJoCo, PyBullet, Habitat, Unity3D

Service

◦ Workshop & Tutorial Organizers

- RSS 2025 Workshop on Continual Robot Learning from Humans

◦ Reviewer

- ICLR 2025 Workshop WRL
- NeurIPS 2025 Workshop LAW

Media Coverage

- “Helping robots become a *part* of our world,” *JHU WSE News*, September 2025.