



Summary

My research focuses on **Embodied AI**. With hands-on experience in **both software and hardware**, I have contributed to hardware projects, including the design of two underactuated robotic hands (submitted to IROS 2025 and ROBIO2025) and the development of robot cars. On the software side, I have explored large model fine-tuning and its applications. This integrated expertise in both domains continuously fuels my drive to advance embodied intelligence research.

Education

Beijing Institute of Technology

COMPUTER SCIENCE(XU TELI HONOR PROGRAM)

Beijing, China

Aug. 2022 - Jun. 2026

- Score: **89.69/100**, GPA: **3.73/4**
- Professional Grade Rank: **8/118**, English: CET-6 **583**
- Overall Assessment Rank: **3/118**

Research Experience

Hockens-A Hand: Environment-Constrained Adaptive Gripping Robot Hand

Shenzhen, China

ACCEPTED BY IROS 2025 AS FIRST AUTHOR

Oct. 2024 - Mar. 2025

- Designed a robotic hand based on the Hoeckens mechanism, coupling dual parallelogram structures with a four-bar linkage system.
- Enabled adaptive scooping and enveloping using springs, limit blocks, and silicone bands.
- Validated environment-constrained adaptive gripping through simulations and experiments.
- Advanced to the global finals of the **ASME Student Mechanism & Robot Design Competition (SMRDC)** as one of four undergraduate teams worldwide and **the sole team from China**.

Hocken-D Hand: Robotic Hand for Linear Parallel Pinching and Self-Adaptive Grasping

Beijing, China

SUBMITTED TO ROBIO 2025 AS FIRST AUTHOR

Mar. 2025 - July. 2025

- Designed a robotic hand with Hoeckens linkage and dual-parallelogram mechanism for straight-line parallel pinching.
- Achieved automatic transition to adaptive enveloping using differential linkages and passive springs.
- Built and tested a full-scale 3D-printed prototype, validating robust performance across diverse grasping tasks.

Adaptive Robotic Hands for Pinch-Lifting Operations

Shenzhen, China

IN PREPARATION FOR ICRA 2026 AS FIRST AUTHOR

Aug. 2025 - Present

- Explored adaptive strategies for pinch-lifting primitives, analyzing how different linkage mechanisms enable robust upward lifting under contact constraints.
- Designed and prototyped two complementary hands: a rotation-driven mechanism with trajectory compensation for active enveloping, and a linear-driven mechanism with inclined passive opening for exploratory lifting.

Project Experience

JiuGe-End Model-Based Conference Assistant (CCF Open Source Innovation Competition)

Beijing, China

PROJECT LEAD & FINALIST

Sep. 2024 - Nov. 2024

- Developed "YiBao", an on-device meeting agent with summarization and retrieval-augmented Q&A functionalities.
- Integrated FunASR and SenseVoice for efficient real-time speech-to-text.
- Handled long meeting inputs with MapReduce-style summarization and incremental vector knowledge base updates.
- Optimized query planning via DPO/GRPO to align retrieval with answer quality in long-meeting RAG settings.
- Improved robustness with confidence-gating (GECE) and adversarial training against noisy contexts.
- Open-sourced the project and **won third prize nationally (10,000 RMB)**.

Personalized Adaptation and Bias Elimination Sleep Assistant

Shenzhen, China

AI MODEL DEVELOPER

Jul. 2024 - Aug. 2024

- Developed a full AI sleep advisory system with staging, scoring, and large-model recommendation modules.
- Proposed and implemented an automatic scoring system for subjective and objective data collection.
- Used reinforcement learning to fine-tune models based on real-time data at the individual level.
- Introduced UAR-based clustering to evaluate group-level adaptability and applied reinforcement learning to build bias-reducing models.
- Awarded the **Disruptive Innovation Project AWARD**. Delivered a presentation at **Tsinghua Sigs**.

MoYiXing: Modular and RL-Based Commercial Community Robot Car

Beijing, China

PROJECT LEAD & ALGORITHM ENGINEER

Nov. 2023 - Nov. 2024

- Led the development of a multifunctional service robot featuring LIDAR, a 6-DOF arm, and fisheye cameras.
- Built software modules including 360° vision stitching, YOLOv8-based detection, ASR+TTS-powered AI dialogue system, and LIDAR navigation.
- Modularized functionalities of video processing, conversational AI, and driving systems for plug-and-play integration.
- Integrated DQN reinforcement learning models to build habit learning and behavior setting functions.
- Led team to win **2 national first prizes** and **nearly 10 provincial awards**.

Honors & Awards

INTERNATIONAL

- Aug. 2025 **Finalists (4 teams only)**, ASME Student Mechanism and Robot Design Competition (SMRDC) California, USA
- Feb. 2025 **Meritorious Winner**, Mathematical Contest in Modeling (MCM), COMAP
- Feb. 2024 **Honorable Mention**, Mathematical Contest in Modeling (MCM), COMAP

DOMESTIC

- Aug. 2024 **National First Prize**, 7th China University Intelligent Robot Creative Competition Zhejiang, China
- Oct. 2024 **National First Prize**, RoboCup China Open — “Robot+” Competition Xi’an, China
- Nov. 2024 **National Grand Prize**, 19th “Challenge Cup” National Final — Problem-Driven Special Track (Jiebang Gua Shuai) Beijing, China
- Nov. 2024 **National Second Prize**, 2024 China Intelligent Robot Combat and Competition — Vision-based Antagonism Beijing, China
- Dec. 2024 **National Second Prize**, 6th International Youth Artificial Intelligence Competition Hebei, China
- Nov. 2024 **National Third Prize**, 7th Open Source Innovation Competition Shenzhen, China

Extracurricular Activity

Laboratory of Robotics, X-Institute

Shenzhen, China

STUDENT RESEARCHER

Dec. 2023 - Feb. 2024

- Studied under the supervision of Prof. Wenzeng Zhang, focusing on robotic hands and underactuated mechanisms.
- Independently designed and built the Hockens-A Hand from scratch, applying knowledge of robotic mechanics and fabrication.

Network Pioneers Association, Beijing Institute of Technology

Beijing, China

VICE DIRECTOR, TECHNOLOGY DEPARTMENT

Jun. 2024 - Jun. 2025

- Organized and livestreamed dozens of technical sharing sessions, with over 500 total attendees.
- Collaborated with BIT Library to conduct data crawling and related technical tasks.

Teli Academy, Beijing Institute of Technology

Beijing, China

PEER MENTOR

Sep. 2023 - Aug. 2024

- Guided and supported students in both academic and daily life matters, helping freshmen adapt to campus life.
- Organized and participated in peer-led Q&A and review sessions for college computer fundamentals and C programming courses.

School of Mechanical Engineering, Beijing Institute of Technology

Beijing, China

TEACHING ASSISTANT

Jul. 2023 - Aug. 2023

- Served as a TA for the 2023 “Intelligent Unmanned Systems +” Cross-Strait, Hong Kong and Macao College Student Innovation Training Camp.
- Assisted in designing and advancing project topics; supported students by answering technical and project-related questions.