Yuzhou(Joe) Chen

Personal web · yzc@umich.edu · +1-626-630-9777 · LinkedIn: yzc · Troy, MI Interests: Robotic Foundation Models (VLA, VLM), End-to-End Planning, Deep Reinforcement Learning

Work Experience

Magna International Inc.

05.2025 - Present| **Troy, MI**

- Robotics & AI Software Intern | ALOHA Setup, Franka Panda, ROS2, VLA, RLHF, Sim2Real, Imitation Learning
- DROID-like Setup: Configured a ROS environment for 3 cameras and Franka Panda for VLA fine-tune purpose;
 implemented Cartesian and joint state controllers for precise manipulation.
- VLA Deployment: Fine-tuned π_0 -Base and π_0 -FAST; deployed OpenPi on Franka Panda(DROID-like setup) and ALOHA1; deployed Diffusion Policy for benchmark.
- DAgger Optimized VLA: Fine-tuned and deployed SmolVLA on ALOHA1; integrated DAgger and state machine for failure correction, reached 94% success rate in Sim.
- Multi-task Learning: Added a CLIP encoder on ACT, enabled multi-task handling.
- **Sim2Real Transfer**: Improved sim-to-real performance by freezing early layers of the vision backbone; applied data augmentation for better generalization.
- **Training Diversity**: Applied separate camera backbones, camera dropout, varying action horizon and observation chunking, improving policy robustness.
- Training Optimization: Applied L2 regularization to penalize large weights; ramped up the KL weight to help encoder capture more information, boosting success rate by 14% in Real and 40% in Sim.
- Reinforcement Learning with Human Feedback (RLHF): Designed a weighted training loss based on human feedback to produce smoother motions, improving task success rate by 6%.
- Torque Awearness Imitation Learning: Deployed ACT on Franka Panda using torque and Cartesian pose as inputs, inceasing task success rate by 18%.

University of Michigan Robotics Department

11.2024 - 04.2025 | Ann Arbor, MI

Research Assistant | Tactile fusion, 3D Reconstruction, Segmentation, Physics learning, Grasp planning

- **Tactile-Enhanced Perception**: Fused tactile signals with point clouds reconstructed from multi-view images, integrating semantic segmentation for grasp planning.
- Multimodal Deformable Physics Learning: Developed a transformer to learn deformable physics from point cloud shape changes under external forces.
- Grasp Pose Evaluator: Evaluated grasping candidates by simulating post-contact deformations using learned physics models. Selected the most stable grasp.

Dalian Yaming Auto Parts Co., Ltd.

 $06.2021 - 09.2021 \mid$ **Dalian, China**

- Computer Vision Intern | YOLO
- **Defect Detection**: Built an industrial Internet system for defect detection for 5G online and real-time transmission of detection results, reduced the cost of manual detection by **23**%.
- Image Processing: Applied data augmentation and image splitting, effectively expanding dataset diversity.
- YOLO Optimization: Redefined YOLOv3 anchor box sizes; added one high-resolution head, boosting small-object detection rate by 21%.

SKILLS

- Programming Languages: Python, C++, HTML/CSS, C, SQL, MATLAB, JavaScript, Arduino
- MLOps & Software Tools: Deep Learning Frameworks (PyTorch, JAX, GPyTorch, TensorFlow),
 Data Science Libraries (NumPy, Pandas, matplotlib, scikit-learn), Cloud & DevOps (Docker, AWS EC2/S3, Git)
- Robotics: Real(Franka Panda, ALOHA, RX200, Mbot), Sim(MuJoCo, IssacLab, PyBullet)
- Engineering & Simulation Tools: ANSYS, Abaqus, SolidWorks, UG NX, CATIA, AutoCAD, Mathematica

EDUCATION

University of Michigan-Ann Arbor

Ann Arbor, MI

08.2022 - 05.2025

- M.S. in Electrical and Computer Engineering(Machine Learning), GPA: 3.76/4.0 M.S.E. in Mechanical Engineering(Robotics and Mechatronics), GPA: 3.76/4.0
 - Courses: Robot Learning, Robotic Manipulation, Data Structure and Algorithms, Machine Learning

Jilin University
B.E. in Mechanical Engineering, GPA: 87.1/100

Changchun, China

08.2018 - 06.2022

Learning Multi-Body Pushing with Bayesian Optimization for MPPI Control

07.2024 - 10.2024

- Python, PyTorch, GPyTorch, PyBullet, NumPy, Gym, Stable-Baselines3 | GP, MPPI, Bayesian Optimization, RL
- Multi-Body Dynamics Learning: Trained a ResNet on 1000 simulated trajectories, enabling indirectly pushing.
- Bayesian Optimization for MPPI: Applied Gaussian Process (GP)-based Bayesian Optimization (BO-EI, BO-UCB) to tune MPPI hyperparameters, improving success rate by 60%, while reducing average steps by 30%.
- Obstacle Awearness Motion Planning: Integrated the learned dynamics into an MPPI controller, outperforming CMA-ES baselines.
- Reinforcement Learning Baselines: Trained PPO and diffusion policies in Stable-Baselines3 as learning-based baselines for comparison with MPPI.

Perception and Motion Planning in Simulated Airplane Cabins

03.2024 - 06.2024

- Python, PyTorch, IsaacLab | 3D Reconstruction, Point Cloud Segmentation
- Environment Setup: Configured an airplane cabin simulation in IsaacLab and deployed dual-camera perception.
- Multi-View Segmentation and Reconstruction: Applied EdgeSAM for instance segmentation from multi-view images and reconstructed segmented objects using Mast3R.
- Full-Scene Reconstruction and Segmentation Benchmarking: Reconstructed the environment using Mast3R and compared point cloud segmentation performance across PointNet++, OneFormer3D, and Mask3D.

Perception, Reasoning, and Control for Autonomous Robot

11.2023 - 02.2024

- $C, C++, Python, ROS \mid PID, SLAM, A*Search$
- $-\ \mathbf{Control} \text{: Designed high level PID controllers with low-pass filtering for smooth and safe autonomous navigation.}$
- Perception and Mapping: Implemented particle filter SLAM with occupancy grids and Bresenham's algorithm, localizing robot pose using odometry, LiDAR, and Monte Carlo localization.
- Planning and Pathfinding: Developed Brushfire algorithm for exploration and A* search for path planning, constructing efficient navigation paths in unknown environments.

Autonomy Development for 5-DOF Robotic Arm

08.2022 - 10.2023

- Python, NumPy, OpenCV, ROS | Object Detection, Forward Kinematics, Inverse Kinematics
 - Sensing and Perception: Calibrated Realsense L515 3D camera and implemented AprilTag and block detection in OpenCV for autonomous block classification and stacking.
 - Reasoning and Acting: Applied inverse kinematics to compute block stacking poses; implemented interpolation with path smoothing.
 - System Integration: Programmed a 5-DOF RX200 arm for autonomous stacking tasks via ROS-based message passing between camera, state, and control stations.

Vehicle Trajectory Prediction using Graph Convolutional Networks

01.2021 - 04.2021

- Python, PyTorch, NumPy, Pandas | GCN
 - **Graph Neural Networks**: Developed Graph Convolutional Network (GCN)-based model for vehicle trajectory prediction, integrating spatial dependencies of traffic agents.
 - **Dataset Processing**: Trained and tested the model on the Apollo Scape dataset, constructing a graph-based traffic representation where nodes represent vehicles/pedestrians, and edges encode their interactions.

Improved Multi-Elevator System for Invalid Waiting Time Reduction

08.2019 - 01.2020

- $Python, OpenCV \mid Computer \ Vision$
- Human-Computer Interface Optimization: Redesigned the elevator interaction flow, reducing invalid passenger waiting time by 13%.
- Computer Vision and Machine Learning: Processed camera images with OpenCV and applied machine learning to accurately count passengers via color-threshold extraction.
- Passenger Flow Optimization: Integrated real-time passenger detection to improve elevator scheduling efficiency.

Self-Adjusting Device for Underwater Robot Diving Depth Control

04.2019 - 08.2019

- Arduino, CAD, CATIA | Control System
 - Closed-Loop Depth Control: Designed a self-adjusting negative-feedback control system for stable underwater diving depth.
 - Mechanical and Circuit Optimization: Simplified the electronic circuit to extend service life and optimized screw motion stability via a tunable limit spring.
 - Microcontroller Programming: Programmed the AUV microcontroller to enable 6-DoF motion control.