

# Zhen Wu

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## EDUCATION

### Stanford University

Master of Science in Computer Science, **GPA: 4.04/4.0**

Stanford, United States

*Sep. 2023 - Jun. 2025*

### Peking University

Bachelor of Science in Computer Science, **Summa Cum Laude**

Beijing, China

*Sep. 2019 - Jun. 2023*

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## PUBLICATIONS

### [4] **OmniRetarget: Interaction-Preserving Data Generation for Humanoid Whole-Body Loco-Manipulation and Scene Interaction.**

Lujie Yang\*, Xiaoyu Huang\*, **Zhen Wu\***, Angjoo Kanazawa<sup>†</sup>, Pieter Abbeel<sup>†</sup>, Carmelo Sferrazza<sup>†</sup>, C. Karen Liu<sup>†</sup>, Rocky Duan<sup>†</sup>, Guanya Shi<sup>†</sup>

Under review, 2025

### [3] **Human-Object Interaction from Human-Level Instructions.**

**Zhen Wu**, Jiaman Li, Pei Xu, C. Karen Liu

ICCV, 2025

### [2] **Learning to Ball: Composing Policies for Long-Horizon Basketball Moves.**

Pei Xu, **Zhen Wu**, Ruocheng Wang, Vishnu Sarukkai, Kayvon Fatahalian, Ioannis Karamouzas, Victor Zordan, C. Karen Liu

SIGGRAPH Asia (Journal Track), 2025

### [1] **Zero-Shot Human-Object Interaction Synthesis with Multimodal Priors.**

Yuke Lou\*, Yiming Wang\*, **Zhen Wu**, Rui Zhao, Wenjia Wang, Mingyi Shi, Taku Komura

Under review, 2025

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## RESEARCH EXPERIENCE

### Amazon FAR (Frontier AI & Robotics)

Applied Scientist Intern, advised by Pieter Abbeel, Guanya Shi, and C. Karen Liu

San Francisco, United States

*Aug. 2025 - Present*

- Research Topics: humanoid whole-body control, humanoid perception.

### Stanford University

Research Assistant, advised by C. Karen Liu

Stanford, United States

*Sep. 2023 - Jun. 2025*

- Research Topics: character animation, human-object interaction.

### Peking University

Research Assistant, advised by Libin Liu

Beijing, China

*Sep. 2022 - Jun. 2023*

- Research Topics: character animation, dexterous manipulation.

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## PROFESSIONAL EXPERIENCE

### Nvidia, Autonomous Vehicles

Machine Learning Engineer Intern

Santa Clara, United States

*Jun. 2024 - Sep. 2024*

- Worked on efficient large-scale neural network training.

### Tencent, Robotics X

Reinforcement Learning Research Intern

Shenzhen, China

*Jul. 2023 - Sep. 2023*

- Worked on humanoid character whole-body control with dexterous hand manipulation.

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## TEACHING ASSISTANT

### CS224R: Deep Reinforcement Learning

Stanford University

*Spring 2025*

### CS229: Machine Learning

Stanford University

*Winter 2025*

### CS248B: Fundamentals of Computer Graphics: Animation and Simulation

Stanford University

*Fall 2025*

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## SKILLS

**Programming Skills:** Python, C/C++, C#, PyTorch, NumPy, MPI, CUDA

**Softwares & Tools:** Unity, Blender, IsaacGym, IsaacLab, Mujoco, MJX, Docker