

Jiahe Jin

[!\[\]\(919a2cb85b99741a73c0c31a427236a8_img.jpg\) zizi0123@sjtu.edu.cn](mailto:zizi0123@sjtu.edu.cn) [!\[\]\(c9cd5a1c35167a83f09a35036fe5dcbd_img.jpg\) google scholar](https://scholar.google.com/citations?user=JiaheJin&hl=en) [!\[\]\(ae1936640fabdea8c18f922ca69733fe_img.jpg\) homepage](#)

Education

Shanghai Jiao Tong University, B.Eng. in Computer Science

Shanghai, China

2022.09 – now

- ACM Honors Class in Zhiyuan College, an elite research-oriented CS program (top 5% of students).
- GPA: 3.93/4.3

Research Experience

Carnegie Mellon University, Research Intern, Advised by Prof. Chenyan Xiong

Pittsburgh, USA

Topics: Search Agents; Reasoning; Reinforcement Learning

2025.04 – Now

Beneficial Reasoning Behaviors in Agentic Search and Effective Post-training to Obtain Them

- Build a framework to identify beneficial reasoning behaviors in search agents.
- Propose a method to cultivate these reasoning behaviors and enable stronger improvements in RL.

Deepresearchgym: A Free, Transparent, and Reproducible Evaluation Sandbox for Deep Research

- Built a search agent sandbox with reproducible search API, and proposed a benchmark for deep research systems.

Deep Research Comparator: A Platform for Fine-grained Human Annotations of Deep Research Agents

- Developed a platform for side-by-side comparison and fine-grained human annotation for long reports generation of deep research agents.

Shanghai Jiao Tong University, Research Intern, Advised by Prof. Pengfei Liu

Shanghai, China

Topics: Computer Use Agents, Vision-Language Models, Trustworthy LLMs

2024.05 – 2025.05

PC Agent: While You Sleep, AI Works—A Cognitive Journey into Digital World

- Built an infrastructure for collecting human-computer interaction trajectories, and a pipeline to train computer use agents from human demonstrations.

Efficient Agent Training for Computer Use

- Proposed a method to synthesize agent trajectories based on limited human demonstrations.
- Enhanced a virtual-machined based platform for computer use agent evaluation.

Behonest: Benchmarking honesty in large language models

- Introduced a benchmark assessing honesty in LLMs.

Publications

(* indicates equal contribution)

Beneficial Reasoning Behaviors in Agentic Search and Effective Post-training to Obtain Them

Jiahe Jin, Abhijay Paladugu, Chenyan Xiong

In submission to ACL 2026

Efficient Agent Training for Computer Use

Yanheng He*, **Jiahe Jin***, Pengfei Liu

Accepted by ICLR 2026

Deep research comparator: A platform for fine-grained human annotations of deep research agents

Prahaladh Chandrasan*, **Jiahe Jin***, Zhihan Zhang*, Tevin Wang, Andy Tang, Lucy Mo, Morteza Ziyadi, Leonardo FR Ribeiro, Zimeng Qiu, Markus Dreyer, Akari Asai, Chenyan Xiong

Accepted by WWW demo 2026

Revisiting 3D LLM Benchmarks: Are We Really Testing 3D Capabilities?

Jiahe Jin*, Yanheng He*, Mingyan Yang*

Accepted by ACL 2025 Findings

PCAgent: While You Sleep, AI Works - A Cognitive Journey into Digital World

Yanheng He, Jiahe Jin*, Shijie Xia, Jiadi Su, Runze Fan, Haoyang Zou, Xiangkun Hu, Pengfei Liu*

Preprint

Deepresearchgym: A free, transparent, and reproducible evaluation sandbox for deep research

João Coelho, Jingjie Ning, Jingyuan He, Kangrui Mao, Abhijay Paladugu, Pranav Setlur, Jiahe Jin, Jamie Callan, João Magalhães, Bruno Martins, Chenyan Xiong

In submission to ICML 2026

Behonest: Benchmarking honesty in large language models

Steffi Chern, Zhulin Hu, Yuqing Yang, Ethan Chern, Yuan Guo, Jiahe Jin, Binjie Wang, Pengfei Liu

Preprint

Generative ai act ii: Test time scaling drives cognition engineering

Shijie Xia, Yiwei Qin, Xuefeng Li, Yan Ma, Run-Ze Fan, Steffi Chern, Haoyang Zou, Fan Zhou, Xiangkun Hu, Jiahe Jin, Yanheng He, Yixin Ye, Yixiu Liu, Pengfei Liu

Preprint

Selected Course Projects

Revisiting 3D LLM Benchmarks: Are We Really Testing 3D Capabilities?

Computer Vision

- Identified an issue that some 3D LLM benchmarks could be easily solved by VLMs with rendered images, exposing ineffective evaluation of the unique 3D capabilities.

(A+)

Adaptive Length Control For Reasoning

Reinforcement Learning

- Applied a reward function that introduces token penalty according to question difficulty to enable autonomous reasoning length control.

(A+)

Teaching Experience

Data Structures (Honors), Teaching Assistant

Spring 2024

Awards

Ruiyuan-Sequoia Scholarship

2025

- Awarded to top 0.5% of students in Zhiyuan Honor Program

Zhiyuan Honors Scholarship

2023-2025

- Awarded to top 2% of students in SJTU

Shanghai Jiao Tong University Undergraduate Outstanding Scholarship (Class A)

2025

- Awarded to students with top academic performance in SJTU

National High School Physics Competition (Zhejiang Division)

2021

- First prize (84 students in Zhejiang Province)

Skills & Languages

Programming Languages: Python, Rust, C++, Java, GoLang, Verilog.

Tools & Frameworks: verl, vLLM, LLaMA-Factory, Git, Docker, SLURM.