## Yunfan Jiang

	<ul> <li>♥ WEBSITE: yunfanj.com</li> <li>✓ EMAIL: yunfanj@cs.stanford.edu</li> <li>♥ ADDRESS: Gates 220, 353 Jane Stanford Way, Stanford, CA 94.</li> </ul>	305		
RESEARCH INTEREST	My primary research interests lie in <b>embodied</b> , <b>open-ended</b> , and <b>general-purpose</b> intelligence. Recently, I study building autonomous agents with foundation models towards the goal of generally capable intelligence.			
EDUCATION	<b>Stanford University</b> , Stanford, CA <i>Ph.D.</i> in Computer Science	Sept. 2023 – Now		
	<b>Stanford University</b> , Stanford, CA <i>M.S.</i> in Electrical Engineering	June 2023		
	<b>The University of Edinburgh</b> , Edinburgh, UK <i>B.Eng.</i> in Electronics & Electrical Engineering with First-Class	July 2020 9 Honours		
HONORS &	• NeurIPS 2023 Scholar Award	2023		
AWARDS	• Stanford Engineering Exceptional Master's Student A	Award 2023		
	• ICML Conference Travel Award	2023		
	• NeurIPS 2022 Outstanding Paper Award	2022		
	• Ewart Farvis Prize (Outstanding Bachelor Thesis)	2020		
	• The University of Edinburgh School of Engineering Scholarsh	nip 2018, 2019		
EXPERIENCE	<b>Stanford Vision and Learning Lab</b> Graduate Research Assistant - First-year rotation hosted by Prof. Fei-Fei Li and Prof. Ji	Stanford, CA Sept. 2023 – Now iajun Wu.		
	Boston Dynamics AI Institute	Cambridge, MA		
	Research Intern	June 2023 – Aug. 2023		
	- Developed $VIMA +$ , an extension of VIMA [2] to a real UR5e robot.			
	- Investigated video prediction models for robotic manipula	tion at scale.		
	NVIDIA Research Research Intern $\diamond$ AI Algorithm Team - Hosted by Dr. Jim Fan, Prof. Yuke Zhu, and Prof. Anima	Santa Clara, CA June 2022 – Jan. 2023 ma Anandkumar.		
	- Developed embodied agents empowered by foundation models in various domains such as those related to robot learning [2] and open-ended video games [3, 6].			
	- Created a novel algorithm to enhance Transformer agents' generalization [1].	learning efficiency and		
	<ul> <li>ByteDance</li> <li>Research Intern ◊ AI Lab</li> <li>- Reproduced the For The Win (FTW) agent in the Scien it in a 3D MOBA mobile game [demo].</li> </ul>	Beijing, China lept. 2020 – Aug. 2021 ce paper and deployed		

**The University of Edinburgh** Undergraduate Research Assistant Edinburgh, UK May 2019 – July 2020

	-	Developed a dual-branch ConvNet model for high-fidelity and rapid reactive flows [5].	imaging of	
REFEREED PUBLICATIONS	* Equ	al contribution. † Equal advising.		
	[1]	Lucy Xiaoyang Shi <sup>*</sup> , <b>Yunfan Jiang</b> <sup>*</sup> , Jake Grigsby, Linxi Fan <sup>†</sup> , and "Cross-Episodic Curriculum for Transformer Agents". In: <i>Conference Information Processing Systems (NeurIPS)</i> . 2023.	Yuke Zhu <sup>†</sup> . e on Neural	
	[2]	Yunfan Jiang, Agrim Gupta <sup>*</sup> , Zichen Zhang <sup>*</sup> , Guanzhi Wang <sup>*</sup> , Dou, Yanjun Chen, Li Fei-Fei, Anima Anandkumar, Yuke Zhu <sup>†</sup> , and "VIMA: General Robot Manipulation with Multimodal Prompts". <i>tional Conference on Machine Learning (ICML)</i> . 2023. Also <b>Oral Pr</b> at NeurIPS 2022 Foundation Models for Decision Making Workshop	Yongqiang Linxi Fan <sup>†</sup> . In: <i>Interna</i> - esentation o.	
	[3]	Linxi Fan, Guanzhi Wang <sup>*</sup> , <b>Yunfan Jiang<sup>*</sup></b> , Ajay Mandlekar, Yun Haoyi Zhu, Andrew Tang, De-An Huang, Yuke Zhu <sup>†</sup> , and Anima An "MineDojo: Building Open-Ended Embodied Agents with Internet-S edge". In: Conference on Neural Information Processing Systems Datasets and Benchmarks Track. 2022. Outstanding Paper Av tured Paper Presentation.	andkumar <sup>†</sup> . cale Knowl- <i>(NeurIPS),</i> vard, Fea-	
	[4]	Yueyi Jiang, <b>Yunfan Jiang</b> , Liu Leqi, and Piotr Winkielman. "Many Ways to Be Lonely: Fine-Grained Characterization of Loneliness and Its Potential Changes in COVID-19". In: <i>Proceedings of the International AAAI Conference on Web and Social Media (ICWSM)</i> 16.1 (May 2022), pp. 405–416.		
	[5]	Yunfan Jiang, Jingjing Si, Rui Zhang, Godwin Enemali, Bin Zhou Cann, and Chang Liu. "CSTNet: A Dual-Branch Convolutional Neu for Imaging of Reactive Flows Using Chemical Species Tomography <i>Transactions on Neural Networks and Learning Systems</i> 34.11 (2023) 9258. DOI: 10.1109/TNNLS.2022.3157689. Submitted in 2020.	, Hugh Mc- ral Network ". In: <i>IEEE</i> ), pp. 9248–	
TECHNICAL REPORTS	[6]	Guanzhi Wang, Yuqi Xie, <b>Yunfan Jiang*</b> , Ajay Mandlekar*, Chaowei Xiao, Yuke Zhu, Linxi Fan <sup>†</sup> , and Anima Anandkumar <sup>†</sup> . "Voyager: An Open-Ended Embodied Agent with Large Language Models". In: <i>arXiv preprint arXiv: Arxiv</i> -2305.16291 (2023). Also <b>Oral Presentation</b> at NeurIPS 2023 Agent Learning in Open-Endedness Workshop and Intrinsically Motivated Open-Ended Learning Workshop.		
SOFTWARE	[S1]	VIMA-Bench. URL: https://github.com/vimalabs/VIMABench. 200+ GitHub Stars.		
	[S2]	MineDojo. URL: https://github.com/MineDojo/MineDojo. 1.5K Stars.	+ GitHub	
SPEECHES	"VIM - -	<ul> <li>IA: General Robot Manipulation with Multimodal Prompts" [pdf]</li> <li>Invited Talk at Boston Dynamics AI Institute</li> <li>Oral Presentation at NeurIPS 2022 Foundation Models for Decisi Workshop, New Orleans, LA</li> <li>Invited Talk at Prof. Anima Anandkumar's Caltech Group</li> </ul>	Feb. 2023 ion Making Dec. 2022 Nov. 2022	
	-	Invited Talk at Inspir.ai	Oct. 2022	
	"Min	eDojo: Building Open-Ended Embodied Agents with Internet-Scale	Knowledge"	

[pdf]

	- Lecture Talk at Stanford CS 422 Interactive and Embodied Learning Feb	. 2023	
	- Invited Talk at Inspir.ai Oct	. 2022	
	- Co-presentation at Prof. Anima Anandkumar's Caltech Group Aug	;. 2022	
	"Towards Strong and Robust Performance for Long-Horizon Tasks in POMD Deep RL"	Ps via	
	- Invited Talk at ByteDance AI Lab, Beijing, China Dec	. 2020	
PROFESSIONAL SERVICES	ESSIONAL       Conference Reviewer         CES       - Conference on Neural Information Processing Systems (NeurIPS)         - Conference on Neural Information Processing Systems (NeurIPS)         - Benchmarks Track		
	- International Conference on Learning Representations (ICLR)		
	<ul> <li>Workshop Organizer</li> <li>Program Committee, 2nd Workshop on Foundation Models for Decision M Conference on Neural Information Processing Systems (NeurIPS), 2023</li> </ul>	laking,	
	<b>Volunteer</b> - International Conference on Machine Learning (ICML)	2023	
TEACHING	<ul> <li>Course Grader, Stanford University</li> <li>ENGR 76 Information Science and Engineering, Spring 2023, Instructor: I Özgür</li> </ul>		
	- EE 364A Convex Optimization I, Winter 2023, Instructor: Prof. Stephen Boyd		
	- EE 277 Reinforcement Learning: Behaviors and Applications, Fall 2021, Instor: Prof. Benjamin Van Roy		
	- EE 236A Modern Optics, Fall 2021, Instructor: Dr. Mohammad Zaman		
SELECTED MEDIA COVERAGE	[M1] Stanford Electrical Engineering 2023 Commencement Ceremony and A June 20, 2023. URL: https://ee.stanford.edu/2023-commence ceremony-and-awards.	wards, ment -	
	[M2] NVIDIA GTC Jensen Huang Keynote, Mar. 21, 2023. URL: https:/ nvidia.com/gtc/keynote/.	/ www .	
	[M3] "Building Generally Capable AI Agents with MineDojo," by Nathan Ho	rrocks,	

[M3] "Building Generally Capable AI Agents with MineDojo," by Nathan Horrocks, NVIDIA Blog. July 1, 2022. URL: https://developer.nvidia.com/blog/ building-generally-capable-ai-agents-with-minedojo/.