

# Runxuan (Jerry) Wang

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## EDUCATION

### University of Pennsylvania

Master of Science in Engineering, Robotics

### University of Illinois Urbana Champaign

Bachelor of Science in Computer Engineering

Philadelphia, Pennsylvania

Aug 2024 - May 2026

Urbana, Illinois

Aug 2020 - May 2024

## TECHNICAL SKILLS

**Programming:** Python, C, C++, MATLAB, x86 Assembly, SystemVerilog

**Libraries and Tools:** Robot Operating System (ROS), PyTorch, KiCAD, RTOS, Git, GDB, OpenOCD

**Other Skills:** Computer Aided Design (CAD), 3D Printing, PCB Design, FPGA Design

## PUBLICATIONS

### Sim-to-Real Adaptation with Graph-Based Neural Dynamics for Granular Object Manipulation Under Review

Kaiwen Hong, Haonan Chen\*, [Runxuan Wang\\*](#), Kaylan Wang\*, Mingtong Zhang, Shuijing Liu, Yunzhu Li, and Katherine Driggs-Campbell

### DRAGON:A Dialogue-Based Robot for Assistive Navigation with Visual Language Grounding Published

Shuijing Liu, Aamir Hasan, Kaiwen Hong, [Runxuan Wang](#), Peixin Chang, Zachery Mizrahi, Justin Lin, D. Livingston McPherson, Wendy A. Rogers, and Katherine Driggs-Campbell

IEEE Robotics and Automation Letters (RA-L), 2024

[Website](#) [Paper](#) [Videos](#) [Code](#)

## EXPERIENCES

### Robotic Perception, Interaction, and Learning Lab (RoboPIL)

University of Illinois Urbana Champaign

Undergraduate Research Assistant, advised by [Prof. Yunzhu Li](#)

June 2023 - July 2024

- Developed a **sim-to-real framework** on a Kinova Gen3 robotic arm for **long-horizon granular object manipulation**, leveraging a **Graph Neural Network (GNN)-based dynamics model** trained in simulation and adapted to real-world scenarios.
- Designed **parameterized behavior primitives** for efficient granular object manipulation, forming a skill library that enables a **Monte Carlo Tree Search (MCTS)**-based planner to empty filled containers completely.
- Developed a **perception pipeline** that processes RGB-D data from four OAK-D Pro Cameras, using **colored-ICP** to accurately align pre-scanned container meshes with real-world point clouds.
- Performed **approximate convex decomposition** on container and tool meshes to enhance physical environment accuracy in Issac Gym, minimizing the sim-to-real gap between simulated and real-world data.
- Evaluated the system extensively on long-horizon scooping tasks in **real-world environments**, where the approach demonstrated **strong generalization capabilities** across a wide range of granular objects.
- Designed and implemented both hardware and software components for a **16-DOF robotic hand teleoperation system**, optimizing data collection for dexterous manipulation tasks, with potential applications in imitation learning.

### Human-Centered Autonomy Lab (HCA Lab)

University of Illinois Urbana Champaign

Undergraduate Research Assistant, advised by [Prof. Katie Driggs-Campbell](#)

May 2022 - May 2023

- Developed a **dialogue-based wayfinding robot** for assisting visually impaired users in navigating complex indoor environments using **open-vocabulary** voice commands, with **real-time** performance on an NVIDIA Jetson Nano.
- Fine-tuned a **Contrastive Language-Image Pre-training (CLIP)** model with a custom dataset to interpret **free-form commands** and overcome camera limitations such as low mounting angles, achieving **100% success in landmark recognition** during real-world trials.
- Conducted extensive user studies, demonstrating a **32% improvement** in overall user experience compared to baseline navigation methods. Participants consistently reported enhanced system responsiveness, accurate intent recognition, and more intuitive dialogue-based interaction.
- Implemented a human pose-estimation system using a D435i depth camera based on the TensorFlow BodyPix model, enabling accurate motion tracking.

### Illini RoboMaster Robotics Team

Urbana, Illinois

Embedded Systems Team Lead [Code](#)

Aug 2021 - Aug 2023

- Established a **teleoperation framework** for manipulating a **6-DOF robot arm** with gravity compensation, enabling precise and intuitive control of the end effector.
- Developed and maintained robust motor drivers utilizing **CAN** and **RS485** protocols with the **STM32 HAL** library, integral to the control of the robot's chassis and gimbal systems.
- Designed and implemented gimbal stabilization software across multiple robots using **feedforward PD control**.
- Mentored new team members on hands-on projects, facilitating their learning in communication protocols, feedback control algorithms, STM32 development, and git version control, fostering a collaborative and knowledge-rich team environment.
- Played a pivotal role in securing the 2nd place in the 2022 RoboMaster ICRA Challenge, and 3rd and 2nd place in the 2022 and 2023 RoboMaster University League Northern America rounds respectively.

### Southern University of Science and Technology (SUSTech)

Shenzhen, China

Robotics Intern

Jun 2021 - Aug 2021

- Deployed a navigation system on a mobile ROS platform, integrating SLAM and image recognition algorithms for autonomous navigation.
- Contributed to the creation of SUSTech's autonomous vehicle dataset by labeling point cloud data to enhance perception accuracy.
- Supported SUSTech's inaugural Autonomous Driving Challenge by maintaining robots for competitors, ensuring smooth event execution.

## PROJECTS

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### Autonomous “Sentry” Robot for RoboMaster Competition [Code](#)

ROS, Python, C++

- Developed the complete software stack for an **autonomous omnidirectional robot** using ROS and FreeRTOS, enabling smooth navigation across environments with slopes and dynamic obstacles.
- Implemented a robust navigation system based on **FAST-LIO SLAM**, utilizing a **MID360 3D LiDAR** for precise mapping and localization.
- Engineered the embedded software for the robot, enabling low-latency communication between the **Jetson Orin** and **STM32** board via a **custom UART protocol**.

### Wheeled-Legged Balancing Robot - Senior Design “Best Overall Project” [Code](#)

C, C++, MATLAB, KiCAD

- Led the development of a versatile wheeled-legged balancing robot, capable of **balancing, load-carrying, and jumping**.
- Designed a custom development board based on the **STM32F103 MCU**, with support for **CAN, SPI, and UART communication**.
- Developed low-level drivers for device communication based on **STM32 HAL**, with task management implemented via **FreeRTOS**.
- Integrated the **Mahony Filter** for accurate state estimation from the **Inertial Measurement Unit (IMU)**.

### ‘MentOS’ Multi-terminal Operating System

C, x86 assembly

- Developed a **multi-terminal operating system** from scratch, supporting up to 6 terminals with independent processes.
- Expanded the functionality of the system by integrating support for 10 essential system calls including **execute, halt, open, close, read and write**.
- Engineered **virtual memory management** through assignment of page tables and directories.
- Implemented a robust **file system** supporting data reads across multiple blocks, alongside creating intuitive APIs facilitating data retrieval based on file name and inode number.
- Integrated **round-robin scheduling** to permit concurrent execution of up to 6 programs across multiple terminals.

### FPGA Double Player Street Fighter

C, System Verilog

- Developed a dynamic 2-player crossover fighting game housed on a **system-on-chip on FPGA**, leveraging C and System Verilog.
- Integrated a NIOS II processor to facilitate seamless USB keyboard control and efficient management of On-Chip Memory and SDRAM.
- Enhanced the gaming experience by optimizing the storage of sprites and images, characterized by specific dimensions and color depth attributes.

## AWARDS

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### Grainger Best Overall Project Award *(Fall 2023 Senior Design: Wheel-Legged Balancing Robot)*

2024 RoboMaster University Championship: **Third Prize**

2023 RoboMaster University League North America 1v1 Confrontation: **2nd Place (Top 10%)**

2023 RoboMaster University Championship: **Third Prize**

2022 RoboMaster University League North America 1v1 Confrontation: **2nd Place (Top 10%)**

2022 RoboMaster University League North America 3v3 Confrontation: **3rd Place (Top 15%)**

2022 RoboMaster ICRA Challenge: **2nd Place**