

Xiangyu CHEN

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EDUCATION

The Hong Kong University of Science and Technology (Guangzhou)

MPhil in ROAS Thrust, co-advised by Prof. Renjing Xu and Prof. Haoang Li

Guangzhou, China

Sep. 2025 – Jun. 2027

Liverpool John Moores University

BEng Electrical and Electronic Engineering (First Class Honours)

Liverpool, UK

Sep. 2019 – Jun. 2023

RESEARCH INTERESTS

Embodied AI, Manipulation, Data Collection, VLA, Tactile, Mapping and Navigation

PUBLICATIONS

• Beyond Viewpoint Generalization: What Multi-View Demonstrations Offer and How to Synthesize Them for Robot Manipulation?

Boyang Cai*, Qiwei Liang*, Jiawei Li*, Shihang Weng*, Zhaoxin Zhang*, Tao Lin, **Xiangyu Chen**, Wenjie Zhang, Jiaqi Mao, Weisheng Xu, Bin Yang, Jiaming Liang, Junhao Cai, Renjing Xu

Under Review

• RoboGEM: Learning Language-guided Robotic Manipulation via Generalizable and Efficient Feature Distillation

Chunzheng Wang, Yuhang Zheng, **Xiangyu Chen**, Weize Li, Songen Gu, Yupeng Zheng

ACM Multimedia, RoboSoft'25 Workshop (Oral) Best Paper Finalist, 2025

• GaussianGrasper: 3D Language Gaussian Splatting for Open-vocabulary Robotic Grasping

Yuhang Zheng, **Xiangyu Chen**, Yupeng Zheng, Songen Gu, Runyi Yang, Bu Jin, Pengfei Li, Chengliang Zhong, Zengmao Wang, Lina Liu, Chao Yang, Dawei Wang, Zhen Chen, Xiaoxiao Long, Meiqing Wang

RAL, 2024

• Block-Map-Based Localization in Large-Scale Environment

Yixiao Feng, Zhou Jiang, Yongliang Shi, Yunlong Feng, **Xiangyu Chen**, Hao Zhao, Guyue Zhou

ICRA, 2024

RESEARCH EXPERIENCE

Humanoid Computing Lab(HCLab)

ADVISOR: PROF. RENJING XU

Guangdong, China

Dec. 2025 – Present

• The First Prize in ICRA 2026 WBCD(Vienna) Competition Track 4 Deformable Manipulation (Team Leader)

Introduction: The competition features real-world industrial *deformable manipulation* tasks, utilizing ARX robotic arms to tackle challenges like *T-shirt flattening*.

Method: Our framework fine-tunes π_0 -five using *1k/10h* expert demonstrations at *45Hz*, integrating *Heuristic DAgger* for robust recovery. Deploying *5* inference steps with *exponential action-chunk smoothing* achieves an *90%+* success rate within *20s*.

• Co-organizer in ICRA 2026 WBCD Competition Committee, Chief referee of Shanghai competition area

Role: *Team Leader*, Co-organizer in ICA 2026 WBCD Competition Committee, *Chief referee* of Shanghai competition area

UMI Data leader: Defined competition-specific UMI data standards while managing and supervising overall UMI data quality.

• Sim2Real Multi-Modality Data Collection System (collaborate with NVIDIA)

Introduction: To bridge the *sim-to-real* gap in *visuo-tactile multimodal* models and address the dearth of *standardized benchmarks*, we propose an efficient *UMI-based* data acquisition framework alongside an *end-to-end sim-to-real pipeline* for data collection and model training. This approach aims to facilitate *seamless policy transfer* and provide a robust evaluation environment for complex manipulation tasks

UMI-based Design: Led the development of a *low-cost UMI gripper platform* that dramatically lowers the financial barrier for data collection. It features *real-time synchronization* between the UMI and the robot, integrating *multimodal tactile and force data* to mimic human-like manipulation. The inclusion of a precision *force-controlled data collection method* further optimizes efficiency, ensuring *high-quality datasets* for model training.

Sim2Real Transfer: Developed a *multi-modality data alignment pipeline* to bridge real-world data with *Isaac Lab simulation platform*. This workflow facilitates the transformation and alignment of *raw multimodal data* into the *LeRobot format*, establishing a seamless mapping between *physical sensor telemetry* and simulated data for consistent policy evaluation

- **Dexterous Hand Exoskeleton Data Collection Development**

Introduction: We propose a *DexUMI-based multi-modality data collection system* to bridge the *proprioceptive and cross-embodiment gaps* in dexterous manipulation. By shifting from traditional UMI interfaces to an *integrated exoskeleton system*, we streamline the collection of complex human-like demonstrations while ensuring *high-fidelity sensory-motor alignment*.

Dexterous Hand Design: Developed a *DexUMI-based* multimodal data acquisition framework specifically tailored for *21-DoF dexterous hands*. This system implements a high-efficiency pipeline to synchronously capture *robot actions, dexterous hand states, RGB video streams, and tactile feedback*. By utilizing a *human-centric retargeting algorithm*, the platform translates intricate finger kinematics into robot action spaces in *real time*, enabling efficient data collection for complex manipulation tasks.

6-DoF Pose Tracking: Conducted a comparative analysis of localization modalities (*Mocap, Infrared, and VIO*) to identify the optimal solution for *in-the-wild* applications. By benchmarking these methods against environmental constraints, we implemented a *self-contained VIO-based pipeline* to ensure robust, infrastructure-free tracking *in the wild*, effectively overcoming the limitations of external reference systems in unstructured settings.

TARS Technology (Shanghai) Co., LTD.

Shanghai, China

RESEARCH INTERN | ADVISOR: PROF. YILUN CHEN AND PROF. WENCHAO DING

Mar. 2025 – Dec. 2025

- **SenseHub Human-Centric Multi-Modal Data Collection System Development**

Introduction: SenseHub is a *human-centric multimodal data collection system* that provides the empirical foundation for the *WIYH* dataset and the *AWE* foundation model through *real-world data acquisition*.

Teleoperation System: Engineered a comprehensive *teleoperation and data acquisition system* from the ground up, supporting *SpaceMouse, VR, and isomorphic arm* control to facilitate *large-scale, multimodal robotic data collection*.

UMI-based Data Collection System: Led the development of the initial *UMI-based* hardware data collection framework, integrating *dexterous hands* and *grippers* with *multi-modal sensors* to capture high-quality *visual, tactile, and force feedback* for *Embodied AI* training.

Tactile Sensors Survey: Conducted *comprehensive benchmarking and testing* across multiple tactile sensing modalities—including *vision-based, piezoresistive, capacitive, magnetic, and Hall-effect sensors*—to select the optimal hardware solution tailored for specific research objectives.

Results: Led the development of *teleoperation, UMI-based data collection infra, and real-world robot infra*, providing the *foundational experimental platform* for several high-impact research papers, including *OmnivTA* and *World In Your Hands (WIYH)*

- **The First Prize in Google DeepMind & ICRA 2025 WBCD Challenge (Team Leader)**

Introduction: This challenge is jointly organized by Google DeepMind and ICRA, aiming to propose efficient data collection strategies and exploring the benchmark of *bimanual manipulation* in real-world scenarios, with evaluation metrics including *execution speed, system reliability, and policy implementation*.

Bimanual Manipulation System Implementation: Design a *mobile manipulation system* to efficiently collect real data and robustly perform *tabletop manipulation and mobile tasks*. *Dual-arm* can do tasks including unfold tablecloth, open the lid, place the pizza and close the lid tasks while mobile. Designed grippers can grasp cups and open boxes, etc.

Data Collection: Benchmark data collection methods, such as *teleoperation* (e.g., VR and hand-held grippers) and *learning from videos* methods, propose methods suitable for collecting data in real scenarios.

Design Hierarchical Bimanual Manipulation Policy for Dining Room Service: Propose *Bimanual Manipulation Models (VLA)* to execute *long-horizon*, complex and fine mobile manipulation tasks in real-world dining room service scenarios, with focus on designing models that can mitigate *compounding errors* and improve robustness against *dynamic interference*.

- **Champion in ManiSkill-ViTac 2025 Track 2**

Introduction: The competition evaluated robots manipulation capabilities in complex environments, requiring them to determine object shapes and select correct insertion slots by integrating *tactile and visual sensory inputs*.

Methods: The solution combined *tactile encoders* with *3D point cloud encoding*, enhanced by *positional embeddings*, and employed a *conditional diffusion policy* for robust multi-modal action planning.

Contribution: Implement *sim-to-real transfer* in real-world experiments, process *tactile sensor data*.

EncoSmart Technology (Beijing) Co., LTD.

Beijing, China

RESEARCH INTERN | ADVISORS: PROF. XIAOXIAO LONG

Nov. 2023 – Feb. 2024, Jul. 2024 – Dec.

2024

- **GaussianGrasper: 3D Language Gaussian Splatting for Robotic Grasping**

3D Reconstruction based Manipulation Design: proposed a method utilizes *3D Gaussian Splatting* to explicitly represent the scene as a collection of *Gaussian primitives*. The method takes fewer views *RGB-D* to solve the inconsistency issue between *geometry and semantic information* in vision-based manipulation, as well as the inability to dynamically update the scenes.

Data Collection: *Hand-eye calibration* of robotic arm and camera is performed to improve the accuracy of *multi-view point cloud fusion* during data collection

Method Design: Using *visual language models (VLMs)* to achieve scene understanding and *object grounding*, and employ Grasp Models (*AnyGrasp*) to generate the *6-DoF pose* for grasping.

Experiment: Design strategies to operate robotic arm and gripper, enabling *long-horizon and continuous manipulation*, as well as update scenes.

GAIRLAB, City University of Hong Kong

Hong Kong, China

RESEARCH INTERN | ADVISORS: **PROF. PENG YIN**

Mar. 2024 – Jun. 2024

• Mobile Manipulation Policy based on Imitation Learning

Learning-based Mobile Manipulation System Design: Proposed robot policies based on the *ACT network* for *mobile manipulation* to improve the robustness in performing *long-horizon and fine manipulation tasks*.

Data Collection: Data collection by using *whole-body teleoperation system*.

Method Design: Increase the degrees of freedom of whole-body control to *17 DoF* and optimize the control strategy through position control and *object-centered coordinate relationships* to address the high task failure rate.

Navigation Module Design: Focus on *learning-based navigation* method and how to leverage *VLMs* to improve the *indoor visual navigation* efficiency and localization accuracy.

AIR, Tsinghua University & ARXRobotics

Beijing, China

RESEARCH INTERN @ **DISCOVER LAB** | ADVISOR: **PROF. GUYUE ZHOU, DR. YONGLIANG SHI AND PROF. JIANGTAO**

Sep. 2021 – Nov. 2023

GONG

• Block-Map-Based Localization in Large-Scale Environment

Sep. 2021 – Nov. 2023

Block Maps Localization System Design: Proposed a *subgraph localization system* based on generating *block maps* and corresponding *switching strategies*. The method can address the issue of easy loss of robot localization, improving *localization accuracy by at least 3 times* while increasing *computational speed by 150%*.

Perception Module Design: Used *multi-line LiDAR* and *LIO-SAM* algorithms to create maps in large-scale scenes. Used *C++* and *PCL point cloud library* to downsample point clouds for removing ground points.

Navigation Module Design: Using the *A* algorithm* and *TEB algorithm* as planners to enable robots to achieve *dynamic obstacle avoidance*. These planners assist robots in conducting localization experiments.

• Multi-Agent Swarm Formation Navigation Algorithms

May 2022 – Feb. 2023

Multi-Agent Navigation Strategies: Proposed a *multi-agent collaboration system* to improve work efficiency through cooperation of multiple robots.

Method Design: Develop *Leader-follower*, *artificial potential field* and *pure pursuit* algorithms to enable robots to flexibly achieve *single-agent and multi-agent collaborative obstacle avoidance*.

Sim2Real Pipeline: Use *Gazebo* and *Isaac Sim* simulators to test algorithms in simulation, then algorithms are fine-tuned and deployed to the *real robots* to ensure the desired instantaneity and robustness for multi-agent obstacle avoidance.

• Obstacle Avoidance Algorithm for Indoor Racing Unmanned Vehicles

May 2022 – Feb. 2023

Motivation and hardware: We aim to develop navigation system that can improve the robot's localization and real-time obstacle avoidance robustness in corridor and glass environments. The hardware includes *single-line Lidar*, *IMU and depth camera*, with *differential drive model* as the kinematic model.

SLAM Experiment: We benchmark the performance of *Lidar-based SLAM (Gmapping, Cartographer)* algorithms and *vision-based SLAM* algorithms (*Rtabmap, ORB_SLAM*) and design a *multi-sensor fusion algorithm* utilizing *particle filtering, extended Kalman filtering and graph optimization* to improve real-time localization accuracy during motion.

Navigation Experiment & Results: We benchmarked path planning algorithms based on *graph search and sampling methods*. Experiments revealed that using the *A* algorithm* and *TEB algorithm* as planners outperformed other methods in avoiding *static and dynamic obstacles* during long-horizon navigation, with robots successfully avoiding all tested obstacles

• End-to-end Visual Navigation based on Reinforcement Learning

Jun. 2021 – Sep. 2021

Motivation: We explored the performance of *end-to-end vision-based navigation* for robots, drawing inspiration from the end-to-end approach used in autonomous driving.

Pipeline Design: We used a *CNN network* as the backbone for *feature extraction* and collected camera data and control data in a *simulator* to create the dataset. After fine-tuning, the system was deployed on a robot for *real-world experiments*. Results showed that the system successfully completed all obstacle avoidance tasks during the day, but many tasks failed at night due to factors such as low lighting.

HONORS & AWARDS

INTERNATIONAL

2026 **Champion**, ICRA 2026 What Bimanuals Can Do (WBCD) Challenge(Vienna)

Vienna, Austria

2025 **Champion**, ICRA 2025 What Bimanuals Can Do (WBCD) Challenge

Atlanta, U.S.A

2025 **Champion**, ManiSkill-ViTac 2025: Challenge on Manipulation Skill Learning With Vision and Tactile Sensing

Beijing, China

DOMESTIC

- 2023 **City Special Prize**, "Unbounded-2023 Shanghai International Student - (Nationalized University Students) Innovation and Entrepreneurship Competition" *Shanghai, China*
- 2017 **First Prize (National Level)**, 2017 International Youth Innovation Design Competition China Region *Beijing, China*

SKILLS

Robotics Technology	ROS1/2
Software Technology	C/C++, Python, MATLAB, OpenCV, Linux and Git, PyTorch
Hardware Technology	Embedded Development (STM32, ESP32), SolidWorks, PCB Design
Language Proficiency	Mandarin (Native), English (Working Proficiency)