

Zhenjie Wan

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RESEARCH INTEREST

Embodied AI, Computer Vision, Deep Learning

(Multimodal) LLM agents, human-Robot collaboration

RESEARCH STATEMENT

My dream is to develop a machine that can perceive, reason, and plan in real-world scenes like humans, and I have set this as the goal of my research. Toward this goal, I now pursue an open-ended embodied agent that can actively interact with humans and environments with large multi-modal models, particularly Large Language Models (LLMs) and Vision Language Models (VLMs), as its planner to do the reasoning. In my work, I study the 3D game Minecraft as the environment for agents, as it is an open-world setting filled with long-horizon challenges, environmental disruptions, and uncertainties, closely resembling the human world in many aspects.

EDUCATION

Zhejiang University, BS in Computer Science

Sept 2022 – Present

- GPA: 3.94/4.3 (87.7/100)
- **Instructor:** Prof. Kui Ren

RESEARCH INTERN EXPERIENCE

Research Intern, Prof. Wenguan Wang's Team@Zhejiang University

Sept 2024 – Present

- **Advisor:** Prof. Wenguan Wang
- Dedicated to a novel benchmark that evaluates the ability of embodied AI agents to collaborate with humans across a wide variety of collaborative scenarios in Minecraft, an open-ended environment that closely resembles the real world. Conduct research on this project as the primary contributor.

Trainee, HPC101 Summer Course @ZJUSCT

June 2023 – Sept 2023

- learn how to write code, configure code parallelization with CUDA, optimize memory migration between the CPU and GPU accelerator, and profile CUDA code with NVIDIA Nsight Systems through a Nvidia DLI course
- learn various strategies for distributed training in deep neural network training and acceleration, such as Tensor Parallelism, Pipeline Parallelism, and Data Parallelism

PUBLICATION

None yet, but working on something exciting!

Last updated: Jan, 2th, 2025