Siqiao Huang

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Education

- **IIIS (Yao Class), Tsinghua University** *2023 - 2027 (expected)*
  B.S. in Computer Science; GPA: 3.92/4.00 Beijing, China
  - Selected Courses: Natural Language Processing(A+), Algebra and Computation(A+), Fundamentals of Programming(A+), Basic Principles of Marxism(A+).

Honors and Awards

- **Comprehensive Excellence Award** *Nov 2024*
  Tsinghua University, University Scholarship
- **Outstanding Sports Scholarship** *Nov 2024*
  Tsinghua University, University Scholarship

Research Experience

- **Trajectory World Models for Heterogeneous Environments** *Jul 2024- Feb 2025*
  Advisor: Prof. Mingsheng Long | Tsinghua University
  - Try to answer the question: Can we effectively transfer knowledge across **different morphologies** in physical interaction modeling to tackle the out-of-distribution challenges in offline reinforcement learning?
  - Pre-train on **data with distinct properties**: Exploratory, Experience replay and Expert Demostration.
  - Demonstrates the **dynamics transfer benefits** in some state-based control environments.

Selected Projects

- **A Survey on k-means Clustering Algorithms: Theoretical Analysis & Performance Comparison** *Jan 2025*
  Mostly Theoretical, Tools: Python, Pytorch [] []
  - Elucidated the computational complexity and convergence properties of K-means clustering algorithms and its variants.

- **DreamFactory : Grounding Language Models to World Models** *Nov 2024- Jan 2025*
  Tools: Python, Pytorch [] []
  - Investigated the feasibility of utilizing language models as text-based world models.
  - Proposed a novel architecture to address the self-refutation issue of LLMs and testified it's effectiveness through empirical studies.

- **ManiGen: Generative Simulation Pipeline with Maniskill2** *Oct 2024- Dec 2024*
  Tools: Python, Pytorch, XML [] [] []
  - Developed a generative simulation pipeline using ManiSkill to automate task creation.
  - Utilizes the power of LLMs to propose tasks, generate scenes, and produce task-specific code for rewards, parameters, and metrics.

- **Course Sharing Platform** *Jul 2024*
  Tools: React, Scala, PostgreSQL, HTML, CSS, JavaScript [] []
  - Designed and implemented a PostgreSQL-based course sharing platform using Scala for backend and React for frontend
  - Utilized Stable Diffusion 2 and Llama 2 API to enhance users experiences

- **CAD Escape Game** *Dec 2023- Apr 2024*
  Tools: C#, Unity Engine [] []
  - Developed a 2D Stickman vs CAD-themed game using Unity.
  - Won 2nd prize in Software Design Contest of Tsinghua Univerity (2024).

Skills

- **Programming Languages:** Python, C/C++, C#, Scala, React, PostGreSQL, Swift, Unity Engine.
- **Professional Software:** Pytorch, JAX.
- **Language:** TOEFL: 117/120 (On first trial, Speaking: 30/30). CET-4: 688/710, CET-6: 685/710.

Misc

- **Hobbies:** Basketball, Singing, Piano and Chinese Flute.
- **Groups:** I am a member of the IIIS basketball team and a member of Tsinghua University Chorus.
- In high school, I was quite into Physics & Chemistry, and participated in Olympiad in Physics and Olympiad in Chemistry.