# **CUNXIN FAN**

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### **EDUCATION**

# Bachelor of Information Engineering, Bachelor of French

Graduating June 2026

**Shanghai Jiao Tong University** 

GPA: 4.02/4.30 (92.5/100); Ranked 2/55 (1/86 in first year)

SJTU-ParisTech Elite Institute of Technology

Relevant coursework: Artificial Intelligence Mathematical Basis, Optimization Theory, Neural Networks

### **TECHNICAL SKILLS**

Tools: TEX, Typst, MATLAB, Git, ROS

**Programming:** Python, C++, Java, JavaScript, C#

Languages: English, Mandarin, French

#### **AWARDS AND HONORS**

Acad	lemic	Hol	nors

<ul> <li>National Scholarship, Rank 1st in college, Top 0.2% national-wide</li> </ul>	2023
<ul> <li>National Scholarship, Rank 1st in college, Top 0.2% national-wide</li> </ul>	2024

# Mathematical Modeling

# • Outstanding Winner and SIAM Award, Team 2425792, Mathematical Contest in Modeling 2024

# Competitive Programming

Silver, Asia-Pacific Informatics Olympiad (China)	2020
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• Silver, Shanghai-China Collegiate Programming Contest 2022

• First Prize and Top 3%, National Olympiad in Informatics in Provinces, Shanghai 2019 – 2020

• Platinum Division, USA Computing Olympiad 2020

#### Robotics

Champion, Team Jiao Loong, RoboMaster University Championship, hosted by DJI
 Served as project leader of Robot Radar

Division Finalist, Team 8825A, VEX Robotics Competition World Championship
 Served as chief programmer

• Excellence Award, Team 8825A, VEX Robotics Competition Asia Open 2017
Served as chief programmer

#### **PUBLICATIONS**

# Interleave-VLA: Enhancing Robot Manipulation with Image-Text Interleaved Instructions

<u>Cunxin Fan</u>\*, Xiaosong Jia\*, Yihang Sun, Yixiao Wang, Jianglan Wei, Ziyang Gong, Xiangyu Zhao, Masayoshi Tomizuka, Xue Yang, Junchi Yan, Mingyu Ding

ICRA 2025 Workshop Safe-VLM (Spotlight), Under review at ICLR 2025

[Paper]

### WOMD-Reasoning: A Large-Scale Dataset for Interaction Reasoning in Driving

Yiheng Li\*, <u>Cunxin Fan</u>\*, Chongjian Ge, Zhihao Zhao, Chenran Li, Chenfeng Xu, Huaxiu Yao, Masayoshi Tomizuka, Bolei Zhou, Chen Tang, Mingyu Ding, Wei Zhan

ICML 2025 [Paper]

# Learning Cryptographic Problems via ANF-based SAT Instance Representation

Xinhao Zheng, Yang Li, Cunxin Fan, Huaijin Wu, Xinhao Song, Junchi Yan

NeurIPS 2024 [Paper]

#### **RESEARCH**

# Interleave-VLA: Enhancing Robot Manipulation with Image-Text Interleaved Instructions Dec 2024 - April 2025

- Improved zero-shot generalization of state-of-the-art VLAs (OpenVLA and  $\pi_0$ ) in simulation and real-world settings via multimodal training with interleaved image-text instructions.
- Developed a pipeline for generating interleaved image-text instruction data and extended SIMPLER-ENV's instruction interface.

WOMD-Reasoning: A Large-Scale Dataset for Interaction Reasoning in Driving

Jul 2024 - Dec 2024

- Developed a motion-language model combining LLMs and motion prediction, demonstrating its language output enhances motion prediction tasks.
- Explored the application of CoT and DPO from vision-language model practices to motion-language models.

# Learning Cryptographic Problems via ANF-based SAT Instance Representation

Apr 2024 - Jun 2024

- Enhanced Neuro-SAT with GNNs for Algebraic Normal Form SAT problems.
- Validated the approach on cryptographic challenges like Simon, Speck, and SR.

### **PROJECTS**

# **Robomaster Engineering, Computer Vision Division**

Oct 2022 - May 2024

- As leader of project radar, developed a localization system in solving front-view Lidar-Camera fusion perception in order to localize all the robots seen.
- Participated in development of an autonomous navigation robot, engineered and maintained an autonomous decision-making, localization, and navigation system with ROS.
- Participated in development of a quadcopter, engineered and maintained an aerial VIO-based localization as well as an auto-aim system.

Please refer to blog for details.

# An Interactive VR Video Game using Motion Capture and Unity

Mar 2023 - Jul 2023

• Developed a VR game featuring real-time motion capture, photorealistic 3D environments using Gaussian splatting, and an LLM-powered dialogue system.

# A College New Year Gala Lottery Platform Website

Nov 2023 - Dec 2023

- Developed a lottery website utilizing Vue3 for frontend, Spring Boot for backend and Mybatis for DAO.
- Incorporated SJTU account login and user avatar images; Implemented real-time bullet screen using Websocket.