Hang Dai

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Education

2023–Present **B.S. in Artificial Intelligence**, *Peking University*, Beijing
- GPA(till now): 3.72/4.0
- Relevant Coursework: Machine Learning, Computer Vision, Visual Computing And Learning
- Expected Graduation: June 2027

Technical Skills

Programming	Python (PyTorch), C++
CV	NeRF, 3DGS, Segment Anything (SAM)
RO	imitation learning, simulators (ISAAC-SIM,Genesis), ROS, Real Arm (Franka)
Languages	Mandarin (Native), English (CET6 617)

Research Projects

Spring 2025 **TwinAligner: Visual-Dynamic Alignment Empowers Physics-aware Real2Sim2Real for Robotic Manipulation**, *ICRA26 submission (As co-first author)*
- A novel Real2Sim2Real system that addresses both visual and dynamic gaps
- Providing scalable data collection and establishing a trustworthy iterative cycle
- Website: `https://twin-aligner.github.io/`

Fall 2025 **FreeArtGS: Articulated Gaussian Splatting Under Free-moving Scenario**, *CVPR26 submission (As first author)*
- A novel method for reconstructing articulated objects under free-moving scenario
- "Free-moving" refers to cases where the transformations of camera-to-world, object-to-world, and the joint state all vary simultaneously.
- Paper and code will be available soon.

Awards & Internship

- Peking University Merit Student Award in the Academic Year of 2023-2024
- **Internship**: 2024 Summer-now at PKU-Agibot Lab, supervised by Prof. Hao Dong

Research Alignment

- Focus on building **scalable embodied intelligence systems** grounded in **3D perception**, enabling robots to generalize in open-world environments.
- Experienced in **Real2Sim2Real** robotic manipulation and **articulated reconstruction** in free-moving scenarios, with expertise in both simulation and real robots.
- Interested in **data-centric embodied learning**, including **3D asset generation, augmentation, and automated data collection** using simulators (Genesis/Isaac Sim) and real robotic arms (Franka).
- Eager to explore **Vision-Language-Action (VLA)** models and their application in grounding language-conditioned policies in 3D representations for robust task execution.