

Wenhao Yu

CONTACT INFORMATION

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<http://wenhaoyu.weebly.com>

EDUCATION

Georgia Institute of Technology, Atlanta, GA *August 2015 - Present*
Ph.D. in Computer Science
Advisor: C. Karen Liu and Greg Turk

Georgia Institute of Technology, Atlanta, GA *August 2013 - May 2015*
M.S. in Computer Science (GPA:3.93/4.0)
Advisor: C. Karen Liu

Shanghai Jiao Tong University, Shanghai, China *September 2009 - July 2013*
B.E. in Software Engineering (GPA: 3.3)

PUBLICATIONS

Learning Symmetric and Low-energy Locomotion, Wenhao Yu, Greg Turk, C. Karen Liu, in ACM Transactions on Graphics (SIGGRAPH), 2018

Learning to Navigate Cloth using Haptics, Alex Clegg, Wenhao Yu, Zackory Erickson, C. Karen Liu, and Greg Turk, in IEEE/RSJ International Conference on Intelligent Robots and Systems (IROS), 2017

Preparing for the Unknown: Learning a Universal Policy with Online System Identification, Wenhao Yu, Jie Tan, C. Karen Liu, and Greg Turk, in Robotics: Science and Systems (RSS), 2017

Haptic Data Simulation for Robot-Assisted Dressing Wenhao Yu, Ariel Kapusta, Jie Tan, Charles C. Kemp, Greg Turk and C. Karen Liu, in IEEE International Conference on Robotics and Automation (ICRA), 2017

What Does the Person Feel? Learning to Infer Applied Forces During Robot-Assisted Dressing Zackory Erickson, Alex Clegg, Wenhao Yu, Greg Turk, C. Karen Liu, and Charles C. Kemp, in 2017 IEEE International Conference on Robotics and Automation (ICRA), 2017

Data-Driven Haptic Perception for Robot-Assisted Dressing Ariel Kapusta, Wenhao Yu, Tapomayukh Bhattacharjee, C. Karen Liu, Greg Turk, and Charles C. Kemp, in IEEE International Symposium on Robot and Human Interactive Communication (RO-MAN), 2016.

Dexterous Manipulation of Cloth Yunfei Bai*, Wenhao Yu*, C. Karen Liu (*co-first author). Computer Graphics Forum (Eurographics), 2016.

WORK EXPERIENCE

Facebook Inc., Redmond, WA *June 2016 - August 2016*
Oculus Research team
Research Intern

- Worked on hand manipulation in virtual reality.

Google Inc., Mountain View, CA *June 2015 - August 2015*
Google Research team

Software Engineer Intern

- Improved natural language database using Word2Vec method.

Google Inc., Mountain View, CA

May 2014 - August 2014

Google Research team

Software Engineer Intern

- Proposed a metric to define perceptual mesh similarity.
- Implemented mesh subdivision using Butterfly mask.

PROFESSIONAL
ACTIVITIES

Conference Paper Reviewer, ICRA (2018), IROS (2018)

Journal Paper Reviewer, Transaction on Graphics (2018)

SKILLS

- Programming Language : C/C++, Matlab, CUDA C, C for graphics, Python
- Developing Platform : Visual Studio, Qt, Eclipse, Xcode, git
- Designing/Editing Tools : Photoshop, Premiere, After Effects
- Languages : English, Mandarin

HONORS AND AWARDS

- Academic Excellent Scholarship (Third-class) of SJTU for 2009 - 2010 academic year
- Academic Excellent Scholarship (Third-class) of SJTU for 2011 - 2012 academic year