

# CHUANYU LI

+8615124500730    chuanyu.ne79@gmail.com

*Homepage*    *Google Scholar*    *GitHub*

## EDUCATION

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<b>B.S. in Mechanical Engineering</b> Sichuan University, China	2021 - 2025
<b>Visiting Student, RVSA Lab</b> Tsinghua University, China. Advisor: Prof. Rui Chen	2024 - 2025

## RESEARCH INTEREST

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My research focuses on novel tactile sensor design, tactile-vision fusion for robotic manipulation, and universal robotic data collection tools.

## PUBLICATIONS

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\* indicates equal contribution

### **ViTaMIn-B: A Reliable and Efficient Visuo-Tactile Bimanual Manipulation Interface**

*Chuanyu Li\**, Chaoyi Liu\*, Daotan Wang, Shuyu Zhang, Lusong Li, Zecui Zeng, Fangchen Liu, Jing Xu, Rui Chen. Preprint, arXiv:2511.05858

### **ViTaMIn: Learning Contact-Rich Tasks Through Portable Visuotactile Manipulation Interface**

Fangchen Liu\*, *Chuanyu Li\**, Yihua Qin, Jing Xu, Pieter Abbeel, Rui Chen. Preprint, arXiv:2504.06156

### **ManiSkill-ViTac 2025: Challenge on Manipulation Skill Learning with Vision and Tactile Sensing**

*Chuanyu Li*, Renjun Dang, Xiang Li, Zhiyuan Wu, Jing Xu, Hamidreza Kasaei, Roberto Calandra, Nathan Lepora, Shan Luo, Hao Su, Rui Chen. ICRA 2025 Workshop Technical Report, arXiv:2411.12503

## PROJECTS

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### **ManiSkill-ViTac 2025: Challenge on Manipulation Skill Learning with Vision and Tactile Sensing**

- **Role:** Student Organizer
- **Venue:** ICRA 2025 Workshop
- **Description:** Focused on advancing contact-rich robotic manipulation through multimodal sensing and Sim2Real transfer. Developed algorithms for high-precision tasks using vision and tactile inputs in simulation, and deployed policies on physical robots. Provided a standardized platform enabling researchers to validate policies across tactile-only, vision-tactile fusion, and sensor design tracks.

### **ManiSkill-ViTac: Vision-based-Tactile Manipulation Skill Learning Challenge 2024**

- **Role:** Student Organizer
- **Venue:** ICRA 2024 Workshop
- **Description:** Developed the first standardized benchmarking platform for vision-based tactile manipulation skill learning in robotics. Implemented a unified tactile sensor and simulator framework to ensure fair comparison between approaches. This pioneering platform provides a shared foundation for researchers from tactile sensing and policy learning communities, facilitating advancements in manipulation skill learning with tactile feedback.

## EXPERIENCE

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**Sudo AI**

Intern

2025

**Lightwheel AI**

Intern & Technical Consultant

2025 - 2026

**BrainCo**

Visuo-Tactile Sensing Lead

2026 - Present