

Binghao Huang

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Education

Columbia University

Ph.D. student in Computer Science, Advisor: [Prof. Yunzhu Li](#)

New York, NY

Aug. 2024 - Now

University of Illinois Urbana-Champaign

Ph.D. student in Computer Science, Advisor: [Prof. Yunzhu Li](#)

Champaign, IL

Aug. 2023 - 2024

University of California, San Diego

Master of Science in Mechanical and Aerospace Engineering, Advisor: [Prof. Xiaolong Wang](#)

San Diego, CA

Sep. 2021 - Mar. 2023

Zhejiang University of Technology

Bachelor of Engineering in Mechanical Engineering

Hangzhou, Zhejiang

Sep. 2015 - Jun. 2019

Publications

- [1] **Binghao Huang**, Jie Xu, Iretiayo Akinola, Wei Yang, Balakumar Sundaralingam, Rowland O’Flaherty, Dieter Fox, Xiaolong Wang, Arsalan Mousavian, Yu-Wei Chao† and Yunzhu Li† “VT-Refine: Learning Bimanual Assembly with Visuo-Tactile Feedback via Simulation Fine-Tuning”, [\[Project\]](#) [\[Paper\]](#)
- [2] Xinyue Zhu*, **Binghao Huang*** and Yunzhu Li “Touch in the Wild: Learning Fine-Grained Manipulation with a Portable Visuo-Tactile Gripper”, **Best Demo Award** at **RSS 2025** Workshop on [\[Robot Hardware-Aware Intelligence\]](#), [\[Project\]](#) [\[Paper\]](#)
- [3] **Binghao Huang**, Yixuan Wang, Xinyi Yang, Yiyue Luo, and Yunzhu Li “3D-ViTac: Learning Fine-Grained Manipulation with Visuo-Tactile Sensing” *Conference on Robot Learning (CoRL) 2024*, [\[Project\]](#) [\[Paper\]](#)
- [4] Hanxiao Jiang, **Binghao Huang**, Ruihai Wu, Zhuoran Li, Shubham Garg, Hooshang Nayyeri, Shenlong Wang, and Yunzhu Li “RoboEXP: Action-Conditioned Scene Graph via Interactive Exploration for Robotic Manipulation” *Conference on Robot Learning (CoRL) 2024*, [\[Project\]](#) [\[Paper\]](#)
- [5] Yixuan Wang, Yin Guang, **Binghao Huang**, Tarik Kelestemur, Jiuguang Wang, Yunzhu Li “GenDP: 3D Semantic Fields for Category-Level Generalizable Diffusion Policy” *Conference on Robot Learning (CoRL) 2024*, [\[Project\]](#) [\[Paper\]](#)
- [6] Entong Su, Chengzhe Jia, Yuzhe Qin, Wenxuan Zhou, Annabella Macaluso, **Binghao Huang**, Xiaolong Wang “Sim2Real Manipulation on Unknown Objects with Tactile-based Reinforcement Learning” *International Conference on Robotics and Automation(ICRA) 2024*, [\[Project\]](#) [\[Paper\]](#)
- [7] Ying Yuan*, Haichuan Che*, Yuzhe Qin*, **Binghao Huang**, Zhao-Heng Yin, Kang-Won Lee, Yi Wu, Soo-Chul Lim, Xiaolong Wang “Robot Synesthesia: In-Hand Manipulation with Visuotactile Sensing” *International Conference on Robotics and Automation(ICRA) 2024*, [\[Project\]](#) [\[Paper\]](#)
- [8] **Binghao Huang***, Yuanpei Chen*, Tianyu Wang, Yuzhe Qin, Yaodong Yang, Nikolay Atanasov, Xiaolong Wang. “Dynamic Handover: Throw and Catch with Bimanual Hands” *Conference on Robot Learning (CoRL) 2023*, [\[Project\]](#) [\[Paper\]](#)
- [9] Zhao-Heng Yin*, **Binghao Huang***, Yuzhe Qin, Qifeng Chen, Xiaolong Wang. “Rotating without Seeing: Towards In-hand Dexterity through Touch” *Robotics: Science and Systems (RSS), 2023*, [\[Project\]](#) [\[Paper\]](#)
- [10] Yuzhe Qin, Wei Yang, **Binghao Huang**, Karl Van Wyk, Hao Su, Xiaolong Wang, Yu-Wei Chao, Dieter Fox. “AnyTeleop: A General Vision-Based Dexterous Robot Arm-Hand Teleoperation System,” *Robotics: Science and Systems (RSS), 2023*, [\[Project\]](#).
- [11] Yuzhe Qin*, **Binghao Huang***, Zhao-Heng Yin, Hao Su, Xiaolong Wang. “DexPoint: Generalizable Point Cloud Reinforcement Learning for Sim-to-Real Dexterous Manipulation” *Conference on Robot Learning (CoRL), 2022*, [\[Project\]](#) [\[Paper\]](#)
- [12] Jianglong Ye*, Jiashun Wang*, **Binghao Huang**, Yuzhe Qin, Xiaolong Wang. “Learning Continuous Grasping Function with a Dexterous Hand from Human Demonstrations” *IEEE Robotics and Automation Letters (RA-L), 2023*, [\[Project\]](#) [\[Paper\]](#)

Work Experience

Nvidia Seattle Robotics Lab

Seattle, WA

Robotics Research Intern, Mentor: [Yu-Wei Chao](#), [Jie Xu](#), [Iretiayo Akinola](#), [Wei Yang](#), [Xiaolong Wang](#), [Arsalan Mousavian](#), [Dieter Fox](#), [Yashraj Narang](#)

May. 2023 - Now

- **Hardware:** Designed and built a mobile bimanual teleoperation system with integrated high-resolution tactile sensors for enhanced manipulation precision.
- **Tactile Simulation:** Developed high-resolution tactile sensor simulation to model normal force feedback for realistic interaction.
- **Learning:** Created a mobile bimanual platform with tactile feedback for data collection, supporting diffusion policy training. Leveraged simulation to improve robustness and generalization.

Services

Conference Reviewer

- Conference on Robot Learning (CoRL)
- Robotics: Science and Systems (RSS)
- International Conference on Learning Representations (ICLR)
- International Conference on Intelligent Robots and Systems (IROS)
- International Conference on Robotics and Automation (ICRA)

Journal Reviewer

- Transactions on Robotics (T-RO)
- IEEE Robotics and Automation Letters (RA-L)

Workshop Organizer

- Learning Dexterous Manipulation(Workshop at RSS 2023)[\[Link\]](#)
- 4th Workshop on Dexterous Manipulation (Workshop at CoRL 2025)[\[Link\]](#)

Talks

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| • Invited Speaker at Facebook AI Research (FAIR) : In-hand dexterous manipulation with tactile information | May 2023 |
| • Invited Speaker at NYC Computer Vision Day 2025 : Learning Fine-Grained Manipulation with Visuo-Tactile Sensing. | Feb 2025 |
| • Invited Speaker at UMD Multisensory Machine Intelligence Lab : What I Wish I Had for Visuo-Tactile Sensing | Apr 2025 |
| • Invited Speaker at University of Washington, MechE : What I Wish I Had for Visuo-Tactile Sensing | Jun 2025 |
| • Invited Speaker at Facebook AI Research (FAIR) : Learning Visuo-Tactile Feedback via Simulation Fine-Tuning. | Jul 2025 |

Technical Skills

Programming	Matlab, C++, Python, PLC
Professional Softwares	Sapient, IsaacGym, Gazebo, Solidworks, AutoCAD, Ansys, Altium Designer, Blender
Drawing & Typesetting	Photoshop, Office, L ^A T _E X, Premiere
Languages	Chinese(Native), English