

Mingjing (MJ) Yi

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EDUCATION

Columbia University

Sep 2025 - Dec 2026

M.S. in Computer Science, GPA 4.0/4.0

New York, NY

- Coursework: LLM Based GenAI, Deep Learning, Computer Graphics, NLP, Continual Learning and Memory Models

Duke Kunshan University (DKU) and Duke University

Sep 2021 - May 2025

B.S. in Computer Science, GPA 3.7/4.0

Kunshan, CN

B.S. in Interdisciplinary Studies; Computer Science (Duke)

Durham, NC

- Honors & Awards: UG Entrance Scholarship (75%), Dean's List (4x)
- Coursework: Artificial Intelligence; Design and Analysis of Algorithm; Elements of Machine Learning; Computer Vision

RESEARCH EXPERIENCE

SeeleAI

May 2025 - Present

Research Intern

Shenzhen, CN

- Architected EVA01, a 3D Large Multimodal Model leveraging a novel Mixture-of-Transformers (MoT) architecture to unify 3D mesh understanding, generation, and editing within a single framework. Achieved comparable or better results than SOTA methods in all three tasks. Contributed to core architectural design and executed end-to-end model training and large-scale experimental validation. Co-first author of the paper accepted to **ACM Transactions on Graphics (SIGGRAPH Asia 2026)** ([EVA01: Unified Native 3D Understanding and Generation via Mixture-of-Transformers](#)). Following work includes design of novel 3D representation/encoder, design large scale 3D data for downstream tasks and conduct post-train for EVA01 with them.
- Contributed to the physics-embedded latent representation for [PEGA](#), an interactive video-based **world model** coupling physics with diffusion rendering to achieve real-time, 3D-consistent, and prompt-editable world generation.
- Worked on text-to-motion (T2M) generation task. Implemented SOTA methods and trained model for motion generation. Co-designed the rules and topics for motion capturing data and expanded the dataset (~20k motion) to improve generalization. This work is integrated into a paper accepted to **ACM MM 2026** (MBench: A Large-scale Benchmark for Human Motion Retrieval and Generation).

Mobile X Lab at Columbia

Sep 2025 - Present

Research Assistant Co-advised by [Prof. Xia Zhou](#) and [Prof. Changxi Zheng](#)

New York, NY

- Developed RollingPol, a single-shot computational imaging system that utilizes a custom VAE-based reconstruction network to extract physics-based polarization priors, significantly improving the noise suppression and visual fidelity of state-of-the-art deep learning models for dynamic underwater image enhancement. Accepted to **ACM MobiCom 2026** (RollingPol: Single-Shot Polarization Imaging for Underwater Sensing).
- Currently working on 3D reconstruction for underwater scenes with low light and low visibility conditions.

SMIP Lab at DKU

May 2024 - May 2025

Research Assistant advised by [Prof. Ming Li](#)

Kunshan, CN

- Built a diffusion-based [video-to-audio model](#) with visual scene detection, improving scene-detection accuracy by >50% and audio relevance/fidelity by 24% over prior methods; accepted to **APSIPA ASC 2025**.

PROFESSIONAL EXPERIENCE

Microsoft

May 2026 – Aug 2026

Applied Scientist Intern at Frontier Tuning

Redmond, WA

- Evaluated Frontier Tuning levers on enterprise agents across context (GEPA, ACE, RAG), skill transfer, rubrics, and test-time search across 43 realistic enterprise worlds covering 616 long-context tasks.
- Built an end-to-end multi-world GRPO and LoRA RFT pipeline for Qwen3.6-27B via verl, boosting held-out reward from 0.245 to 0.416 and doubling held-out pass@4 from 25.0% to 54.2%.

LEADERSHIP & SERVICE

The Division of Natural and Applied Science at DKU

Jan 2023 - May 2023; Jan 2024 - Dec 2024

Teaching Assistant

Kunshan, CN

- Held 50+ office hours, assisting students with course material and assignments for *Intro to Data Science* and *Intro to Programming and Data Structures*. Assisted Graduate TAs with recitation sessions.

ADDITIONAL INFORMATION

Languages: Chinese (native)

Skills: AI/ML: PyTorch, Diffusion models, LLMs, Multimodal models, AI-native workflow, Agentic AI, Post-Training (GRPO, RFT, LoRA/SFT, verl), Context Engineering. **Systems:** CUDA, Distributed training (DDP, FSDP, SLURM), Git