

Ran (Steven) Gong

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Education

Ph.D. in Computer Science, 01/2020 - Now

University of California, Los Angeles

- Advisor: Song-chun Zhu, Department of Computer Science, UCLA

Master of Science. in Computer Science, 01 / 2020

University of California, Los Angeles

- Advisor: Song-chun Zhu, Department of Computer Science, UCLA

Bachelor of Science, in Computer Science & Engineering

University of California, Los Angeles 06 / 2018

Experience:

Research Intern

Microsoft Research

April 2023 to present

Supervisor: Jianfeng Gao, Qiuyuan Huang

Applied Scientist Intern

Amazon.com.Inc

September 2022 to March 2023

Supervisor: Gaurav Sukhatme, Govind Thattai

June 2021 to September 2021

Supervisor: Gaurav Sukhatme, Govind Thattai

Software Engineer Intern

Amazon.com.Inc

June 2019 to September 2019

Supervisor: Abhay Murarka

Skills:

Nvidia Omniverse, Omniverse Isaac Sim, Unreal Engine, Unity, , Large Language Models, Reinforcement Learning, Python, Pytorch, Java, C++, Javascript, HTML, CSS, Angular,

Teaching Experience:

University of California, Los Angeles:

Activities include: Lead discussion sections. Create homework, create exams, grade homework, and grade exams.

Courses involved: CS130: Software Engineering, 4 quarters CS180: Introduction to Formal Languages and Automata Theory, 1 quarter CS32: Introduction to Computer Science II, 1 quarter

Publication:

MindAgent: Emerging Gaming Interaction

Ran Gong*, Qiuyuan Huang*, Xiaojian Ma* , Hoi Vo , Zane Durante , Yusuke Noda , Zilong Zheng, Demetri Terzopoulos, Li Fei-Fei , Jianfeng Gao

(*equal contribution)

LEMMA: Learning Language-Conditioned Multi-Robot Manipulation

Ran Gong, Xiaofeng Gao, Qiaozi Gao, Suhaila Shakiah, Govind Thattai, Gaurav S. Sukhatme

IEEE Robotics and Automation Letters (RA-L), 2023

ARNOLD: A Benchmark for Language-Grounded Task Learning with Continuous States in Realistic Scenes

Ran Gong*, Jiangyong Huang*, Yizhou Zhao, Haoran Geng, Xiaofeng Gao, Qingyang Wu, Wensi Ai, Zhou Ziheng, Demetri Terzopoulos, Song-Chun Zhu, Baoxiong Jia, Siyuan Huang

Overall Winner, Nvidia ExtendOmniverse 2022 Contest.

ICCV 2023

LangRob Workshop @ CoRL 2022 (**Spotlight presentation**) (*equal contribution)

DialFRED: Dialogue-Enabled Agents for Embodied Instruction Following

Xiaofeng Gao, Qiaozi Gao, **Ran Gong**, Kaixiang Lin, Govind Thattai, Gaurav S. Sukhatme

IEEE Robotics and Automation Letters (RA-L), 2022

Inter-GPS: Interpretable Geometry Problem Solving with Formal Language and Symbolic Reasoning

Pan Lu*, **Ran Gong***, Shibiao Jiang*, Liang Qiu, Siyuan Huang, Xiaodan Liang, Song-Chun Zhu

ACL 2021 (**Oral**) (*equal contribution)

SMART: A Situation Model for Algebra Story Problems via Attributed Grammar

*Yining Hong; Qing Li; **Ran Gong**; Daniel Ciao; Siyuan Huang; Song-Chun Zhu*

The Thirty-Fifth AAAI Conference on Artificial Intelligence AAAI-2021

Joint Mind Modeling for Explanation Generation in complex Human-Robot Collaborative Tasks

(The **UE4 game** is available to play at <https://github.com/xfgao/xCooking>)

*Xiaofeng Gao**, ***Ran Gong****, *Yizhou Zhao, Shu Wang, Tianmin Shu, Song-chun Zhu* (*equal contribution)

IEEE International Symposium on Robot and Human Interactive Communication (RO-MAN) 2020

Learning to infer human attention in daily activities

*Zhixiong Nan, Tianmin Shu, **Ran Gong**, Shu Wang, Ping Wei, Song-Chun Zhu, Nanning Zheng*

Pattern Recognition, 2020

VRKitchen: an Interactive 3D Environment for Learning Real Life Cooking Tasks

*Xiaofeng Gao, **Ran Gong**, Tianmin Shu, Xu Xie, Shu Wang, Song-Chun Zhu*

ICML workshop on Reinforcement Learning for Real Life (RL4RealLife), 2019