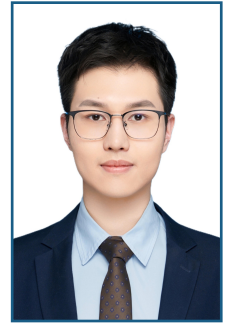


Jiarun Liu

PROFILE

I am Jiarun Liu, born in April 2001, graduate in 2026. I am an optimistic and passionate individual, rigorous in my work and deeply devoted to exploring the frontiers of artificial intelligence.



EDUCATION

2019.09–2023.06 BUPT B.E. IN INFORMATION AND COMMUNICATION ENGINEERING
GPA: 3.65/4.00, Overall Score: 89.05/100. CET-4: 658, CET-6: 521.

2023.09–2026.06 BUPT M.E. IN INFORMATION AND COMMUNICATION ENGINEERING
Research areas: Natural Language Processing, Reinforcement Learning.
Focused on LLM-based reinforcement learning and LLM agents.

RESEARCH EXPERIENCE

AAAI-2025 ORAL "WEPO:WEB ELEMENT PREFERENCE OPTIMIZATION FOR LLM-BASED WEB NAVIGATION"

Proposed WEPO, enhancing preference optimization in DPO to improve DOM element ranking in GUI environments. Implemented using TRL, PEFT, and Unsloth frameworks to support multi-model fine-tuning. Achieved SOTA on the Mind2Web benchmark.

ACL-2025 FINDINGS "ALL THAT GLITTERS IS NOT GOLD: IMPROVING ROBUST RETRIEVAL-AUGMENTED..."

Proposed FPA algorithm combining fact-consistency scoring with pairwise supervision to guide LLM preference alignment via DPO and LoRA fine-tuning. Significantly improved robustness under noisy retrieval in RAG settings, surpassing strong baselines on four open-domain QA tasks including TriviaQA.

ICIP-2024 POSTER "META-DM: APPLICATIONS OF DIFFUSION MODELS ON FEW-SHOT LEARNING"

Introduced Meta-DM, utilizing DDPM as a general data augmentation and feature reconstruction module. Seamlessly integrated into various few-shot learning frameworks, achieving SOTA on MiniImageNet, FC100, and other benchmarks.

HONORS AND AWARDS

Innovation Fund for Elite Class during undergraduate study. First-Class Graduate Scholarship (2023, 2024). Gold Medal, 2023 Lingang Cup Global AI Innovation Competition (Finals).

INTERNSHIP EXPERIENCE

2025.06–2025.08 ALGORITHM ENGINEERING, JINGDONG (CHO ENTERPRISE IT DEPARTMENT)

Contributed to JdGenie, a plug-and-play LLM agent platform with 4k+ GitHub stars. Developed advanced multi-agent algorithms (hierarchical memory, tool meta-learning) for concurrent multi-tasking. Achieved 65.12 on GAIA benchmark, outperforming several public baselines.

2024.11–2025.05 CTO & CO-FOUNDER, RETAINER.AI

Built AI-powered game code generation and RAG-based recommendation engine. Participated in Y Combinator China F24, secured \$300K seed funding. Led data pipeline for code locating and planning LLMs, PEFT-based fine-tuning with Accelerate, and vLLM-based quantized inference deployment.

2024.03–2024.09 RESEARCH INTERN, MICROSOFT RESEARCH ASIA (DKI GROUP)

Built RAG knowledge base aligned with WCAG 2.1 accessibility guidelines. Proposed and open-sourced HTML chunking algorithm. Developed LLM-based multi-agent accessibility bug detection models, surpassing Axe-Core and other rule-based tools on Copilot and Bing pages.

SKILLS & INTERESTS

Former visual designer in BUPT Youth Committee and art officer of BUPT Youth Association. Trumpet player in BUPT's first jazz band "Jazzoo".