Jiaxun Cui **cuijiaxun.github.io**

Contact Information

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Education

The University of Texas at Austin, Austin, TX, USA — *2019 - 2025*
Ph.D. Candidate in Electrical and Computer Engineering
M.S. in Electrical and Computer Engineering — *2024*
Supervisor: Prof. Peter Stone

Shanghai Jiao Tong University, Shanghai, China — *2014 - 2019*
Bachelor of Science in Mechanical Engineering, *Honor Class*

Non-degree Undergraduate Exchange

- The University of Texas at Austin, Austin, TX, USA — *2017*
- University of California, Berkeley, Berkeley, CA, USA — *2016*
- University of Cambridge, Cambridge, UK — *2015*

Research Interests

My research interests lie in multi-agent reinforcement learning, game theory, machine learning, and robotics. I aim to develop self-improving intelligent agents that can generalize under mixed-motive real-world scenarios with diverse opponents or teammates. Applications of my research include autonomous driving, LLM reasoning, system security, financial strategy, etc.

Professional Experience

The University of Texas at Austin — Austin, TX
Graduate Research Assistant — *Aug. 2021 - present*

Meta Platforms Inc. — Menlo Park, CA
Research Scientist Intern (AI) and *Student Researcher* — *May 2024 - Dec. 2024*
Offline Reinforcement Learning for Feed Recommendation in the Facebook

Robert Bosch LLC — Austin, TX
Research Intern (AI) — *Aug. 2023 - Jan. 2024*
LLM Agents Cooperative Driving via Natural Language Communication

Meta Platforms Inc. (FAIR Labs) — Menlo Park, CA
Research Intern (AI) and *Student Researcher* — *May 2022 - Dec. 2022*
Game-Theoretic Reinforcement Learning for Cache Timing Attack and Detection

Tencent (AI Labs) — Shenzhen, China
Research Intern (Game AI) — *Jun. 2021 - Sept. 2021*
Meta Strategy Reinforcement Learning for the Chinese Standard Mahjong Game

Academic Services

Organizer & Lead of Reinforcement Learning Reading Group (RLRG) of The University of Texas at Austin.

Reviewer for ICML (2022 - 2025), ICLR (2023 - 2025), NeurIPS (2022 - 2025), CVPR (2023), ICRA (2024), AAMAS (2024, 2025), NCAA, RA-L

Professional Skills

Technical skills: Python, C++, Rust, Java, Matlab, R, PyTorch, Tensorflow, JAX, CUDA, Git, ROS, LaTeX, Hadoop, HPC, HTML/CSS, JavaScript, Issac Sim/Gym/Lab, Gymnasium, PettingZoo, Optimization, Statistical Machine Learning, Data Science, Large Language Models and Agents, Computer Vision, Robotics hardware, Reinforcement Learning.

Invited Talks

Multi-agent Learning Seminar
Minimum Coverage Sets for Training Robust Ad Hoc Teamwork Agents — *Oct. 2023*

Meta AI Research Reading Group
End-to-end Driving with Cooperative Perception for Networked Vehicles — *Oct. 2022*

Honors and Awards

AAMAS Doctoral Consortium (mentored by Marc Lanctot)	2024
Outstanding student at Shanghai Jiao Tong University	2017, 2016
Academic Excellence Award of Shanghai Jiao Tong University	2017, 2016
The National RoboMaster Robot Competition, Second Prize	2017
University Honors Fall Semester, The University of Texas at Austin	2017
Ram's Best Project Award, The University of Texas at Austin	2017

Teaching

Teaching Assistant, ECE 351K Probability and Stochastic Process.	UT-Austin Spring 2023
Teaching Assistant, ECE 381K / CS395T Convex Optimization.	UT-Austin Fall 2022
Teaching Assistant, ECE 381V Large-scale Optimization.	UT-Austin Spring 2022
Teaching Assistant, ECE 381K / CS395T Convex Optimization.	UT-Austin Fall 2020
Teaching Assistant, ECE 380L Data Mining.	UT-Austin Spring 2020

Publications

* Equal contribution. † Equal advising.
For a complete list of publications, please refer to the **Google Scholar** page.

[9] Cameron L. Angliss, **Jiaxun Cui**, Jiaheng Hu, Arrasy Rahman, Peter Stone. VGC-Bench: A Benchmark for Generalizing Across Diverse Team Strategies in Competitive Pokémon. *In submission* to NeurIPS 2025 D&B track.

[8] Caroline Wang, Arrasy Rahman, **Jiaxun Cui**, Yoonchang Sung, Peter Stoneg. ROTATE: Regret-driven Open-ended Training for Ad Hoc Teamwork. *In submission* to NeurIPS 2025.

[7] **Jiaxun Cui**, Chen Tang, Jarrett Holtz, Janice Nguyen, Alessandro G Allievi, Hang Qiu, Peter Stone. Talking Vehicles: Cooperative Driving via Natural Language. *Advancing LLM-based Multi-Agent Collaboration Workshop at The 39th Annual AAAI Conference on Artificial Intelligence (AAAI 2025 Workshop Oral Presentation)* and *In submission* to CoRL 2025.

[6] Arrasy Rahman, **Jiaxun Cui**, Peter Stone. Minimum Coverage Sets for Training Robust Ad Hoc Teamwork Agents. *The 38th Annual AAAI Conference on Artificial Intelligence (AAAI 2024)*

[5] **Jiaxun Cui**, Xiaomeng Yang, Geunbae Lee, Mulong Luo, Peter Stone, Hsien-Hsin S Lee, Benjamin Lee, G Edward Suh, Wenjie Xiong†, Yuandong Tian†. MACTA: A Multi-agent Reinforcement Learning Approach for Cache Timing Attacks and Detection. *International Conference on Learning Representations (ICLR 2023)*

[4] Reuth Mirsky, Shahaf S Shperberg, Yulin Zhang, Zifan Xu, Yuqian Jiang, **Jiaxun Cui**, Peter Stone. Task Factorization in Curriculum Learning. *Decision Awareness in Reinforcement Learning Workshop at International Conference on Machine Learning (ICML 2022)*

[3] **Jiaxun Cui***, Hang Qiu*, Dian Chen, Peter Stone, Yuke Zhu. Coopernaut: End-to-end Driving with Cooperative Perception for Networked Vehicles. *Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition (CVPR 2022).*

[2] Yulin Zhang, William Macke, **Jiaxun Cui**, Daniel Urieli, Peter Stone. Learning a robust multiagent driving policy for traffic congestion reduction. *Neural Computing and Applications (NCAA).*

[1] **Jiaxun Cui**, William Macke, Harel Yedidsion, Daniel Urieli, Peter Stone. Scalable multiagent driving policies for reducing traffic congestion. *International Conference on Autonomous Agents and Multiagent Systems (AAMAS 2021).*