

Yangfan Hu

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EDUCATION

University of Wisconsin–Madison

Madison, WI, USA

M.S. in Computer Sciences, School of Computer, Data & Information Sciences; GPA: 3.88/4.00 Sep 2025 – Present

Selected coursework: Machine Learning, Matrix Methods in Machine Learning, Nonlinear Optimization I–II.

Zhejiang University

Hangzhou, Zhejiang, China

B.E. in Software Engineering, College of Computer Science & Technology; GPA: 3.85/4.00 Sep 2018 – Jun 2022

PUBLICATIONS & MANUSCRIPTS

* Equal contribution.

Understanding and Preserving Safety in Fine-Tuned LLMs

arXiv

Jiawen Zhang*, **Yangfan Hu***, Kejia Chen, Lipeng He, Jiachen Ma, Jian Lou, Dan Li, Jian Liu, Xiaohu Yang, Ruoxi Jia
Accepted to ACM CCS 2026

Contribution: Co-led literature review and co-proposed the core algorithm; independently developed the theoretical analysis, including the convergence-rate analysis and an upper bound on loss drift; contributed to manuscript writing.

Understanding Why Language Models Hallucinate: Testing Reasoning Against Priors

arXiv

Yangfan Hu*, Xuhan Tong*, Haoyue Bai*, Xi Ding, Shashank Muralidhar Bharadwaj, Siyang Cao, Robert D. Nowak, Jiawei Zhang

Accepted to Findings of EMNLP 2026

Contribution: Co-led the literature review; collected data and designed benchmark questions; ran experiments; analyzed results; contributed to manuscript writing.

RESEARCH EXPERIENCE

Prof. Jiawei Zhang's Research Group

Madison, WI

Graduate Researcher, LLM Hallucination and Reasoning Evaluation

Jan 2026 – Present

- Evaluated LLM hallucination by testing reasoning behavior against prior beliefs and shortcut patterns.
- Collected data, designed benchmark questions, ran model experiments, analyzed results, and contributed to a manuscript accepted to *Findings of EMNLP 2026*.

TEACHING EXPERIENCE

University of Wisconsin–Madison

Madison, WI

Teaching Assistant, CS 400: Programming III

Fall 2025

University of Wisconsin–Madison

Madison, WI

Teaching Assistant, CS 320: Data Science Programming II

Spring 2026

PROFESSIONAL EXPERIENCE

miHoYo/HoYoverse

Shanghai, China

Jul 2022 – Jul 2025

Game Server Engineer, C++20

Full-time

- Built full-stack internal tools for account copying and bug reproduction workflows, reducing bug reproduction time by 97%.
- Diagnosed and resolved a data race in a high-frequency random sampling function invoked thousands of times per second per thread.
- Designed and implemented a configurable event-driven logic system with Boolean operators and expression trees; the abstraction was adopted by 7+ independent modules.
- Migrated a legacy Makefile-based build system to CMake, upgraded compilation standard to C++20, adopted the Clang toolchain and precompiled headers, and reduced compilation time by 92%.

HONORS & AWARDS

ACM CCS 2026 Young Scholars Development Program Travel Grant

Oct 2026

Selected as a travel-grant recipient and awarded \$1,000 in travel support to participate in ACM CCS 2026 and the Young Scholars Development Program in The Hague.

Excellent Engineer Training Program, Zhejiang University

Jun 2022