

**YAO Ming,**

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## Education

### University Paris Sud

2019.09 – Present

M.Sc. in Human Computer  
Interaction

### KTH Royal Institute of Technology

Stockholm, Sweden

2018.09 – 2020

M.Sc. in Human Computer  
Interaction and Design

### Jiangnan University

Wuxi, China

2013.09 - 2017.06

B.Eng. in Digital Media  
Technology

## Skills

Python/PyQt

C#/Unity3D

Java/Android

C/C++/OpenCV/Win32

Processing/openFrameworks

JavaScript/React

CSS/Html5

SketchUp

Adobe XD

Premiere Pro

Lightroom,

Heuristic Evaluation

Usability Testing

Cognitive Walkthrough

Interviews

## Experience

### Research Intern – inria in Paris

2020.03 / 2020.08 Interaction & Research

I'm currently working on a research topic about ink-based interaction at the Ex-situ group in inria.

### My Website – Side projects

2019.11 - now / Design & Development

I'm creating my personal website using Next.js/React.js.. I've also design & developed a React UI kit, OaPack, for this website. On my website, there are also some other interesting side projects I'm working on:

**STKM:** A Web based camera

**Bitcoin** Visualization: An attempt to find the impact of news over BTC price

View them at: [gnimoay.com/](http://gnimoay.com/)

### Web Development Contractor – Zeat Group in Stockholm

2019.03 – 2019.05 / Web Development

Developed a room booking Web App for TUI using React.js

### BOOKIO – Free Book Sharing Website

2019.01 – 2019.04 / Web Development

Co-designed and implemented a platform where people can list stuffs they don't need for free. It's an attempt to neutralize the consequence of consumerism. Demo: [bookio-5c798.firebaseio.com/](https://bookio-5c798.firebaseio.com/)

### Mobile Application for Shopwalkers

2018.09 - 2018.10 / Prototyping & Evaluation

With 2 other students, we conducted the whole iterative designing process from scratch till evaluation upon an application which targets to facilitate daily work of a very special group – shopwalkers who monitor, record in-store stuffs' performance.

### Capstone Project SEIM - Interactive music installation

2017.01 - 2017.06 / Design & Coding & Construction

An interactive installation featuring tangible interaction and project mapping in a CAVE system to provide “fake” live show experience. I took part in user research phase and was responsible for full implementation. 400+ visitors came during graduation exhibition. Video: [youtu.be/v6LTm7YHiJU](https://youtu.be/v6LTm7YHiJU)

### Unity3D Developer Intern – at LetinVR a startup in VR industry

2016.07 - 2016.08 / Game Development

Game development for GearVR and HTC Vive using Unity3D. Codes were mainly about gaming logic and an in-VR handwriting algorithm.