Hey, I'm **YAO Ming**,

a UX Engineer

+46-739291223

yyaomingm@outlook.com

github.com/Envl

Education

Universite 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,

Photoshop

Heuristic Evaluation

Usability Testing

Cognitive Walkthrough

Experience

Music Data Viz – Side project

2019.09 – now   /   Web Development

Design and co-developed a website to visualize data about people's listening preference on Spotify. https://awesome-bose-831026.netlify.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   /   UX & 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. https://bookio-5c798.firebaseapp.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. We created an interactive mock up and used heuristic evaluation & usability tests to help with iteration.

Capstone Project SEIM - Interactive music installation

2017.01 - 2017.06   /   Prototyping & 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. Kinect, OpenCV and openFrameworks were used to create this experience. 400 visitors came during graduation exhibition. Video: https://youtu.be/v6LTm7YHiJU

Unity3D Developer Intern – at LetinVR a startup in VR industry

2016.07 - 2016.08   /   Unity3D Programming

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

BulletGo - Danmaku solution, Chat robot

2016.05 - 2016.06   /   Protyping & Coding

A personal project designed to provide a convenient solution for real time online chat in the form of danmaku interaction on class. I've used Node.js and Python(with PyQt for GUI) to build backend and desktop software to let people send message to chatbot and show the message on top of the slides from teacher's computer in real time.