YIYI SHAO

Maker | Developer | Designer

ABOUT ME

I am a highly ambitious and independent individual who seeks to work in a competitive and idealistic environment challenging myself to the limits to realize my potential. I consider myself as a multi-disciplinary designer who is capable of working with a wide range of digital media, design skills and programming tools to make complex problems into simple solutions.

EXPERIENCE

Oct 2018 - May 2019

Research Assistant, Adaptive Context Environments (ACE) Lab, OCAD University
Toronto, Canada

• Developed Mixed Reality system to work with IoT devices and Mesh Network.
• Analyze, evaluate and document data during research, helped to write a paper that was selected for FNC 2019.
• Assist lab director Prof. Alexis Morris's research project on Human-computer Interfaces and relationship between users and technologies in Mixed Reality.

Jan 2018 - May 2019

Research Assistant, Social Body Lab, OCAD University
Toronto, Canada

• Developed functional wearable prototypes, demonstrate for lab visitors.
• Developed alternative bespoke game controllers using e-textile, demonstrated at two workshops in partnership with Dames Making Games at Toronto Media Arts Centre.
• Assisted in instructing +20 person workshops.
• Assisted lab director Prof. Kate Hartman's research project on encasing and body-centric computation.

Feb 2017 - Aug 2017

Teaching Assistant, Roy Ascott Technoetic Arts Studio, Detao Masters Academy
Shanghai, China

• Teached two classes of sophomore and third-year undergraduate students the basics of technology and media design.
• Prepared teaching plan including Virtual Reality development in Unity3d, 3D modelling in Blender and interactive 3D animations with Processing.
• Supervised students with one-on-one meetings for their personal development.
• Evaluated students' works and wrote course analysis report.
• Assisted in translating between Chinese and English on other lectures.
• Helped in organizing the semester exhibition at Shanghai Institue of Visual Art.

CONTACTS

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🌐 www.yiyishao.org

in www.linkedin.com/in/yiyishao/

○ www.github.com/Yiyis

EDUCATION

MDes Digital Futures
OCAD University
Toronto, Canada

Graduated May 2019
DF "Best Project" Award

BA (Hons) Digital Arts & Technology
University of Plymouth
Plymouth, United Kindgom

Graduated June 2016
First Class Honors

BA Arts & Design
Shanghai Maritime University
Shanghai, China

Graduated June 2017

Exhibits, Talks& Workshops

IUW 2018 Speaker

DF Openshow 2018, 2019 Exhibitor

**Dames Making Games
& Social Body Lab** 2018, 2019 Workshop instructor

WTF − What the Futures? 2019 Exhibitor

LevelUp 2019 Exhibitor

FITC 2019 Exhibitor

GradEX 2019 Exhibitor

Future Education Festival 2019 Exhibitor

VRTO 2019 Workshop facilitator

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EXPERIENCE

Sep 2014 - Sep 2015

**Graphic Designer, In-house Design Studio,
Plymouth University
Plymouth, United Kingdom**

• Designed +80 print-ready artworks such as posters, leaflets, banners, etc. Designed for 2015 Graduation Ceremony campaign, Mountbatten Centre, Care Leavers service, Walk On exhibition.
• Designed +50 digital artworks such as animations, icons and web banners, etc. Designed icons for Plymouth University Online Courses on iTunesU and helped it to be featured among the standout courses. Created animations for University Open days on outdoor digital screen advertisement in collaboration with JC Decaux. Designed web animated banners for Open Day online advertising campaign.
• Supported the Design and Publishing Manager to ensure that the brand is applied in all contexts.
• Maintained up-to-date knowledge of current issues relating to Graphic Design, enabling the provision of guidance and support to others.

SKILLS

Programming skills:
C#, C++, JavaScript, JQuery, NodeJS, HTML, CSS, SASS, XML, Python, React, Bash/Shell, Arduino

Design skills:
Unity3d, Blender3d, Cinema4d, Maya, ARKit, ARCore, Vuforia, Adobe Creative Suite, Github, Wordpress, Sketch

Design strategy:
Concept Development, User Research, User Testing, Research through Design, Data Visualization, Wireframing, Agile Design

LANGUAGES

Chinese Mandarin

Native

English

Advanced professional proficiency

PROJECTS

2019

RABBOT - Exploring Shared Awareness in Virtual Reality

RABBOT is my thesis project exploring the possibilities of generating shared awareness in a virtual reality (VR) experience between a head-mounted display (HMD) wearer and other observers in the same physical space. The final outcome of RABBOT features a modified VR head-mounted display and three-player asymmetric mobile game experiences with an embedded communication system to create opportunities for shared awareness amongst players. In the game, the participating observers can play cooperatively as Scientists to against the HMD wearer who is playing the Rabbot. Overall this thesis project argues that an engaging VR experience should not focus exclusively on the HMD wearer but also include other audiences to address and engage the relationships and interactions between them.

2016

MAI

Mai is an interactive art installation focusing on the theme of the environmental issue particularly air pollution in China. The visualization in Mai is inspired by traditional Chinese watercolour and projected onto a bamboo canvas showing the daily average of air pollution index between 2012 to 2015 in Shanghai. There were a lantern and a bottle of the plant placed in front of the visualization, which corresponding with the audience's touch and distance to the installation with sound and light. Past data of air pollution is not a waste that people will gradually forget but can be changed into things of value and aesthetical and hopefully help to raise awareness of environmental protection.