



JIAYAO YU (MAO)

*an interaction designer
who does math & codes*

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SKILLS

Design

Sketch
InVision
3DsMax
Rhinoceros
Photoshop
Premiere

Programming

C#/.NET/WPF
Python
C, C++
Matlab
JavaScript
ReactJS

Research

Scientific writing
Pattern recognition
Statistics
Usability test
Affinity diagrams
Storyboarding
Video sketching

Platform

Tobii EyeX
Oculus
Kinect
Raspberry Pi
Arduino
Unity3d
Processing

SUMMARY

She prototypes eye tracking, AR/VR, and physical interactions. She understands user-centered design and human perception/cognition capabilities. She enjoys ideation, math/programming and R&D team-project setting.

EDUCATION

Oct 2018
Aug 2016

Human-Computer Interaction Design M.Sc.

KTH Royal Institute of Technology | Stockholm, Sweden
Aalto University | Espoo, Finland

Master thesis A grade
Aalto Dean Incentive **scholarship**; GPA 4.0/5.0

Aug 2016
Sept 2012

Electronic Information Engineering B.Eng.

Communication University of China | Beijing, China

Publication: Interaction design in Augmented Reality on the smartphone. CISP-BMEI 2016: 1317-1321
Outstanding student **Association Leader** (magazine chief-editor)

EXPERIENCE

Sept 2018
Jul 2018

UI and UX Design Intern

Callstats.io | Helsinki, Finland

Designed user interfaces, information architecture on a data-intensive dashboard, worked with a multidisciplinary team to improve the quality of experience in WebRTC services

Jun 2018
Feb 2018

Master Thesis Worker

Tobii Dynavox | Stockholm, Sweden

Prototyped a gaze-typing keyboard using C#/.NET/WPF for people with speech & motor impairments. Quantitatively user-tested keyboards from back-end typing logs using Python.

Aug 2017
May 2017

Research Assistant

User Interfaces Research Group | Espoo, Finland

Developed teaching tutorials for a Bachelor course on human perception/cognition/motor theories in Jupyter Notebook

Jun 2016
Apr 2016

User Research Intern

Zhishi Yinxiang Co., Ltd | Beijing, China

Interviewed user groups of a K-12 education app, assisted to design metrics and quantitatively analyzed the user flow

ACTIVITIES

Sept 2018

HackZurich

Prototyped the ReactJS-front-end of a web app for face recognition by LinkedIn profiles with team in 3 days,

Mart 2018

ACM TEI Conference

Exhibited a physical interaction design installation *EventMap*
Team member: Niek Bijman, Jim Tolman, André Josefsson