

# JIAYAO YU (MAO)

Interaction Prototyper

www.yujiayao.net

(+46) 72 287 0372

## SUMMARY

I am a self-educated prototyper who facilitates the product development process. I am a design-minded communicator who ensures a clean and joyful user experience. When working with a diverse team, I am in my element.

## SKILLS

Programming	Platform
C#/.NET/WPF	Unity3d
ReactJS	Jupyter Notebook
Python	Tobii EyeX
Matlab, R	Oculus
C, C++	Kinect
Docian	Danasanah
Design	Research
Sketch, Figma	Cognitive Science
Sketch, Figma	Cognitive Science
Sketch, Figma InVision	Cognitive Science Usability Testing
Sketch, Figma InVision Photoshop	Cognitive Science Usability Testing Data Engineering
Sketch, Figma InVision Photoshop Premiere	Cognitive Science Usability Testing Data Engineering

### **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 (excellent)

Aalto Dean Incentive scholarship; GPA 4.0/5.0

Minor in Innovation & Entrepreneurship with EIT Digital

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 association leader (magazine chief-editor)

#### **EXPERIENCE**

April 2020 Nov 2019

**UX Design Consultant** 

Semcon | Linköping, Sweden

Assisted in consultancy sales with regional customer companies.

Developed an iOS mobile app using Swift.

Sept 2019 May 2019 **Data Analytics Intern** 

Ericsson R&D | Stockholm, Sweden

Assisted in the optimisation of the radio software testing framework by ML models using Pandas and Scikit-learn. Presented data findings to developers and product owners.

Dec 2018 Jul 2018

UI & UX Design Intern

Callstats.io | Helsinki, Finland

Designed complete views of a web dashboard (focused on data visualization), payment service among others. Worked closely

with product, front-end and marketing teams.

Jun 2018 Feb 2018 Master Thesis Worker

<u>Tobii Dynavox</u> | Stockholm, Sweden

Prototyped a gaze-typing keyboard for users with speech & motor impairments using C#/.NET/WPF/MVVM. User-tested prototypes and recommended design decisions by data findings.

## **ACTIVITIES**

Present July 2019

EIT Digital Alumni Foundation | Europe

Working as the Marketing & Communication Officer of a EU-supported alumni community of 1.9k+ members, fostering digital-technology-empowered entrepreneurship with social responsibility in mind.