JIAYAO YU (**MAO**)

Interaction Designer, Prototyper

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SUMMARY

I'm passionate about design for high-tech products. I've designed UI/UX for web/mobile apps, data analytics, and emerging technologies. When working with a multidisciplinary team, I'm burning.

SKILLS

Design
Sketch
InVision
Photoshop
Premiere
3DsMax
Rhinoceros

Research
A/B tests
Survey
Statistics
Storyboarding
Video sketching
Affinity diagrams

Programming
Python
C#, WPF, Unity3d
Matlab, R
C, C++
Linux
ReactJS

Language
English
(fluent)
Mandarin
(native)
Swedish
(conversational)

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

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

Present / Nov 2019

UX Designer & Front-end Developer

Semcon | Linköping, Sweden

Designing and developing iOS and Android mobile apps for customer companies.

Sept 2019 / May 2019

Data Analytics Intern

Ericsson R&D | Stockholm, Sweden

Optimized radio software testing framework by machine learning 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 and others. Worked closely with product, front-end and marketing teams.

Jun 2018 / Feb 2018

Master Thesis Worker

Tobii Dynavox | Stockholm, Sweden

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

Aug 2017 / May 2017

Research Assistant

User Interfaces Research Group | Espoo, Finland

Developed teaching tutorials for a Bachelor course of human perception/cognition/motor control theories using Python.

ACTIVITIES

Present / July 2019

EIT Digital Alumni | Europe

Working as the Marketing & Communication Officer of an alumni community of 1.9k+ members supported by the EU, fostering entrepreneurship with digital tech.

Updated on 9 March 2020