

JIAYAO YU

Human-Computer Interaction Prototyper



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EDUCATION

Human-Computer Interaction and

Design M.Sc. | 2016 - present

 ${\sf KTH}\ {\sf Royal}\ {\sf Institute}\ {\sf of}\ {\sf Technology}$

Aalto University | GPA 4.0/5.0

Key Modules

- Design Principle & Practice
- Usability Evaluation
- Cognitive Science
- Physical Computing
- Information Visualization

Aalto Dean-incentive Scholarship

Decentralised Production

TU Munich | 2017 Summer School

Electronic Information Engineering

B.Eng | 2012 - 2016

Communication University of China

Key Modules

- Electronics & Signal Processing
- Media Technology
- Thesis on AR mobile interactions



Programming













& Tobii eye tracker, Raspberry Pi, Arduino, MS Kinect

Design













& Figma, Axure, Zeplin, AutoCAD

Language

English (fluent), Chinese (native), Swedish (basic)



Experience

UI/UX Designer | 2018.07 - 2018.09

Callstats I/O

Helsinki, Finland

Designed data-intensive dashboard for WebRTC services, worked across product, analytics teams

Master Thesis | 2018.01 - 2018.06

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

Prototyped a gaze-typing keyboard featured on shape-writing in C#/.NET/WPF, user studied typing behaviours and analysed typing backend logs

Research Assistant | 2018.05 - 2018.08

<u>User Interfaces Research Group</u> Espoo, Finland Developed teaching tutorials on perception, cognition and motor theories in Jupyter Notebook

User Researcher | 2016.06 - 2016.08

Beijing Knowbox Co., Ltd Beijing, China Interviewed end-users, statistically analysed user flow for K-12 education mobile apps



EXTRA CURRICULAR

Hackathon | 2018.09

HackZurich Face recognition by LinkedIn Profile

Design Installation Exhibition | 2018.03

ACM TEI Conference EventMap

Magazine on Campus News | 2012 - 2015

Media Youth From journalist to chief-editor

I am a graduate-to-be with prototype experience in eye tracking, AR/VR, electronics, and mobile/web for human-computer interaction applications. I'd get my hands dirty to learn by doing.

