

IIAYAO YU (MAO)

Interaction Prototyper

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SUMMARY

I'm passionate about hi-tech consumer products. I am a self-educated prototyper who builds proof-of-concept and a design-minded communicator who facilitates product development process. When working with a diverse team, I'm burning.

SKILLS

Programming	Platform
C#/.NET/WPF	Unity3d
ReactJS	Jupyter Notebook
Python	Tobii EyeX
Matlab, R	Oculus
C, C++	Kinect
Design	Research
Design Sketch, Figma	Research 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.

 $KTH\ Royal\ Institute\ of\ Technology\ |\ {\tt Stockholm}, {\tt Sweden}$

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

April 2020 Nov 2019

UX Design Consultant

Semcon | Linköping, Sweden

Designing & developing a desktop app using Python by in-house needs. Developed an iOS mobile app by customer needs.

Sept 2019 May 2019 **Data Analytics Intern**

Ericsson R&D | Stockholm, Sweden

Optimised 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 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 entrepreneurship and social responsibility empowered by digital technologies.