



Hello! I am

JIAYAO YU

an Interaction Prototyper <:3

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📍 Stockholm, Sweden

in [Jiayaoyu](#) [Avaniyu](#)

EDUCATION

Present
2016

Human-Computer Interaction Design

Kungliga Tekniska Högskolan (M.Sc)

Aalto University (M.Sc)

EventMap – Physical Interaction Design

ChairUp – Hardware Design & Development

Collaborative Drawing – User Research

Helsinki Traffic Card – Usability Evaluation

Neighbourhood Car – Service Design

Touch Interface – User Modeling Development

Smooth Pursuit – Eye Tracking Development

2016
2012

Electronic Information Engineering

Communication University of China (B.Eng)

Downdate Beijing – AR Design & Development

Media Youth – Magazine Journalism

“ I am an interaction designer using an engineering approach and humanistic empathy, an entrepreneurial spirit, a quick-learner, and a self-initiator. I'm having fun with **prototyping simple & delightful interactions for daily life.** ”

SKILLS

Design Tools

Axure, Balsamiq, InVision, Unity3d, 3DsMax, Rhinoceros, AutoCAD, Photoshop, Premiere

Programming

C/C++, C#, .NET, Python, XML, HTML/CSS
Matlab, Git, Linux, LaTeX, SSH

Hardware

Tobii eye tracking, Kinect, PixelSense, Raspberry Pi, Arduino

Language

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

WORK EXPERIENCE

Present
2018
Feb

Master Thesis & Intern

Tobii Dynavox Stockholm

Design and development of a gaze-typing keyboard

User studied keyboards on their typing performance

Designed keyboard UI/UX, developed with C#/.NET

2017
Aug
May

Research Assistant

User Interfaces Research Group Finland

A group on computational UI design

Designed & Developed interactive GUIs using iPython

2016
June
Apr

User Researcher

Zhishi Yinxiang Co., Ltd China

A startup for online primary education

AWARDS

Aalto Dean-incentive Scholarship

CUC C-class Scholarship

(2013/2014)

CUC Outstanding student

Association Leader (2% of campus)