JIAYAO YU (**JADIRA**)

an interaction designer
who does math & codes

www.yujiayao.net
(+46) 72 287 0372
jiayaoy@kth.se

SKILLS

Design	*Programming*
Sketch	C#/.NET/WPF
InVision	Python
3DsMax	C, C++
Rhinoceros	Matlab
Photoshop	JavaScript
Premiere	ReactJS

Research	*Platform*
Scientific writing	Tobii EyeX
Pattern recognition	Oculus
Statistics	Kinect
Usability test	Raspberry Pi
Affinity diagrams	Arduino
Storyboarding	Unity3d
Video sketching	Processing

SUMMARY

She prototypes eye tracking, AR/VR, and physical interactions. She understands user-centered design and human perception/cognition capabilities. She enjoys ideation, math/programming and R&D team-project setting.

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
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 student **Association Leader** (2% of campus)

EXPERIENCE

Sept 2018
Jul 2018

UI and UX Design Intern

Callstats.io | Helsinki, Finland

Designed user interfaces, information architecture on a data-intensive dashboard, worked with multidisciplinary team to improve quality of experience in WebRTC services

Jun 2018
Feb 2018

Master Thesis Worker

Tobii Dynavox | Stockholm, Sweden

Prototyped a gaze-typing keyboard with shape-writing pattern recognition in C#/.NET/WPF, quantitatively analyzed typing performance from back-end logs using Python

Aug 2017
May 2017

Research Assistant

User Interfaces Research Group | Espoo, Finland

Developed teaching tutorials for a Bachelor course on human perception, cognition and motor theories in Jupyter Notebook

Jun 2016
Apr 2016

User Research Intern

Zhishi Yinxiang Co., Ltd | Beijing, China

Statistically analyzed the user flow of a K-12 education app

ACTIVITIES

Sept 2018

HackZurich

Prototyped an app of face recognition by LinkedIn profiles with team in 3 days

Mart 2018

ACM TEI Conference

Exhibited a physical interaction design installation *EventMap*
Team member: Niek Bijman, Jim Tolman, André Josefsson