



JIAYAO YU (MAO)

interaction prototyper,
usability engineer

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SKILLS

Design

Sketch
InVision
3DsMax
Rhinoceros
Photoshop
Premiere

Programming

C#/.NET/WPF
Python
C, C++
Matlab
JavaScript
ReactJS

Research

Usability test
Scientific writing
Statistics
Affinity diagrams
Storyboarding
Video sketching

Platform

Tobii EyeX
Oculus
Kinect
Arduino
Unity3d
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** (magazine chief-editor)

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 a multidisciplinary team to improve the quality of experience in WebRTC services

Jun 2018
Feb 2018

Master Thesis Worker

Tobii Dynavox | Stockholm, Sweden

Prototyped a gaze-typing keyboard using C#/.NET/WPF for people with speech & motor impairments. Quantitatively user-tested keyboards from back-end typing 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/motor theories in Jupyter Notebook

Jun 2016
Apr 2016

User Research Intern

Zhishi Yinxiang Co., Ltd | Beijing, China

Interviewed user groups of a K-12 education app, assisted to design metrics and quantitatively analyzed the user flow

ACTIVITIES

Sept 2018

HackZurich

Prototyped the ReactJS-front-end of a web app for 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