

JIAYAO YU

Interaction Engineering Designer



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EDUCATION

Human-Computer Interaction and

Design M.Sc. | 2016 - present

KTH Royal Institute of 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

3 times Merit Student Awards



SKILL

Design



Programming



Experience in Tobii eye tracker, Raspberry Pi,
Arduino, MS Kinect, MS Pixel Sense



Experience

Master Thesis | 2018.01 - 2018.06

Tobii Dynavox

Stockholm, Sweden

Designed gaze-typing interaction flow,

developed keyboard proto in C#/.NET/WPF,

tested & analysed typing performance in Python

Research Assistant | 2018.05 - 2018.08

User Interfaces Research Group

Espoo, Finland

Designed & Developed interactive teaching

tutorials on human perception, cognition and

motor theories in iPython

User Researcher | 2016.06 - 2016.08

Beijing Knowbox Co., Ltd

Beijing, China

Statistically modeled user behaviors,

Communicated results with product team



EXTRA CURRICULAR

Design Installation Exhibition | 2018.03

ACM TEI Conference

EventMap, an interactive wooden table in public
space for tourism experience

Media Content Producer | 2012 - 2016

Student Union of CUC

- From journalist to chief-editor in uni magazine, ~ 20 issues in 3 years
- Directed and edited a documentary
- Initiated social welfare project *One for Old* in Beijing city



*I love design, for me it's about probing, tweaking
and testing. I'd prototype intuitive interactions to
delight our daily life.*

