

JIAYAO YU (MAO)

Interaction Prototyper

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SUMMARY

I am a self-educated prototyper who builds proofs-of-concept to facilitate the product development process. I am a design-minded communicator who ensures a clean and joyful user experience. When working with a diverse team, I am in my element.

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
J	
Sketch, Figma	Cognitive Science
Sketch, Figma InVision	Cognitive Science Usability Testing
Sketch, Figma InVision Photoshop	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

Designed & developed 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 digital-technology-empowered entrepreneurship with social responsibility in mind.