Hello! I am
YU JIAYAO
an engineering designer

📞 (+46) 72 287 0372
🌐 www.yujiayao.net
✉ jiayaoy@kth.se
📍 Stockholm, Sweden

I design **natural user interfaces** & **interactive visualization**. I ❤ diverse people. I observe gaps, design interactions, and bring products back to people.

Languages

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

Interaction Design

Axure, InVision, Unity3d, Processing, 3DsMax, Rhino, CAD, Adobe CC, HTML, CSS

Hardware

Linux, Tobii eyeX, Kinect, Raspberry Pi, Arduino

Visualization

Inviwo, OpenCV, Matplotlib, Plotly, Volume rendering, Feature analysis

Programming Languages

C, C++, C#, Python, Matlab, VHDL

EXPERIENCE

Sept 2017 - Present — **Collaborative Drawing** Scientific Paper — Stockholm, Sweden
Formulated research question, conducting academic writing, designing natural UX in remote collaborations by verbal and hand reference.

Sept 2017 - Present — **EventMap** Physical Interaction Design — Stockholm, Sweden
Designed an interactive table with turnable dial to visualize city events over a laser-cut map using Raspberry Pi and Arduino.

May - Aug 2017 — **Engineering for Humans** RA in UI Group — Helsinki, Finland
Designed and developed interactive visualization GUIs as teaching demos on Ergonomics and Cognitive Science using iPython Jupyter Notebook.

Feb - May 2017 — **Eye-tracking Calibration** Hardware Project — Helsinki, Finland
Calibrated eye tracker by human visual perception pattern Smooth Pursuit using C/C++ in Tobii eyeX.

Feb - Apr 2017 — **ChairUp** Physical Interaction Design — Helsinki, Finland
Designed a sitting mat to detect and visualize bad sitting postures using Arduino and Processing.

Nov 2015 - Apr 2016 — **Downdate Beijing** AR Interaction Design — Beijing, China
Registered real-time virtual objects by cellphone built-in sensors, designed gaming interactions in AR using C# in Unity3d.

Oct 2012 - Oct 2015 — **Media Youth** campus magazine — Beijing, China
Interviewed, edited and managed over 20 issues, became the first chief-editor from a technical major.

EDUCATION

2016 - Present — **M.Sc in Human-Computer Interaction & Design**
Aalto University, Finland + KTH, Sweden

2016 - Present — **Minor in Innovation & Entrepreneurship**
EIT Digital Master School

2012 - 2016 — **B.Sc in Electronic Information Engineering**
Communication University of China, China

Machine Learning | Sept'17-Present | Stanford U on Coursera