



## JIAYAO YU (MAO)

### Interaction Prototyper

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### SUMMARY

I'm a self-trained game dev hobbyist coming from HCI, with background in interface prototyping. I'm into **immersive & multimodal interactions** meant for entertainment. When building games with an innovative and multidisciplinary team, I am burning.

### SKILLS

Programming	Platform
C#/.NET/WPF	Unity3d
ReactJS	Jupyter Notebook
Python	Tobii EyeX
Matlab, R	Oculus
C, C++	Kinect
Design	Research
Sketch, Figma	Cognitive Science
InVision	Usability Testing
Photoshop	Data Engineering
Premiere	Academic Writing
3DsMax	
Rhinoceros	

### 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 (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

Present  
Nov 2019

#### UX Designer & Front-end Developer

*Semcon* | Linköping, Sweden

Designing & developing 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

*Tobii Dynavox* | 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 entrepreneurship and social responsibility empowered by digital technologies.