

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



SKILL

Design



Figma, Axure, Zeplin, AutoCAD

Programming



Tobii eye tracker, Raspberry Pi, Arduino, MS Kinect

Language

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



Experience

UI/UX Designer | 2018.07 - 2018.09 (Expected)

Callstats I/O

Helsinki, Finland

Designing dashboard, infographics, and company website for WebRTC products

Master Thesis | 2018.01 - 2018.06

Tobii Dynavox

Stockholm, Sweden

Prototyped gaze-typing on-screen keyboards, Studied typing behaviours, recommended designs by data analysis, developed proto in C#/ .NET/WPF

Research Assistant | 2018.05 - 2018.08

User Interfaces Research Group

Espoo, Finland

Developed teaching tutorials on perception, cognition and motor control theories in iPython

User Researcher | 2016.06 - 2016.08

Beijing Knowbox Co., Ltd

Beijing, China

User studied statistically for K-12 education apps



EXTRA CURRICULAR

Design Installation Exhibition | 2018.03

ACM TEI Conference EventMap

Media Content Producer | 2012 - 2016

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



I am an interaction designer with prototype experience in eye tracking, AR/VR, physical installations, and mobile/web apps. I'd design for human-computer interaction technologies.

