JIAYAO YU (MAO)

Interaction Designer, User Researcher

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

SUMMARY

I'm passionate about **immersive** and **multimodal interactions**. I've designed web/mobile apps, AR games, eye tracking experience and physical installations. I build and test proof-of-concepts, ensuring the user experience to the most extent.

SKILLS

Design
Sketch
InVision
Photoshop
Premiere
3DsMax
Rhinoceros

Research
A/B tests
Survey
Statistics
Storyboarding
Video sketching
Affinity diagrams

Programming
C#/.NET/WPF
Python
Matlab, R
C, C++
Linux
ReactJS

Platform
Unity3d
Tobii EyeX
Oculus
Kinect
PixelSense
Arduino

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
Minor in Innovation & Entrepreneurship

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

Dec 2018 / Jul 2018

UI and UX Designer

Callstats.io | Helsinki, Finland

Designed complete views of a web dashboard (focusing on data visualization), payment service and 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. User-tested designs by typing performance comparison and data analysis using Python. Developed the prototype using C#/.NET/WPF/MVVM.

Aug 2017 / May 2017

Research Assistant

User Interfaces Research Group | Espoo, Finland

Developed teaching tutorials for a Bachelor course of human perception/cognition/motor control theories using Python.

Jun 2016 / Apr 2016

User Research Intern

Zhishi Yinxiang Co., Ltd | Beijing, China

Assisted to design user behaviour metrics of a K-12 mobile app. Interviewed targeted users. Statistically analysed user flow, funnel rate and others. Presented findings to product team.

ACTIVITIES

Sept 2018

HackZurich

Prototyped the ReactJS-front-end of a web app for face recognition by LinkedIn profiles with team in 3 days,

Mar 2018

ACM TEI Conference

Exhibited a physical interaction design installation *EventMap*
Team member: Niek Bijman, Jim Tolman, André Josefsson