JIAYAO YU (**JADIRA**)

an interaction designer
who does math & codes

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SKILLS

Design	Programming
Sketch	C#/.NET/WPF
InVision	Python
3DsMax	C, C++
Rhinoceros	Matlab
Photoshop	JavaScript
Premiere	ReactJS

Research	Platform
Scientific writing	Tobii EyeX
Pattern recognition	Oculus
Statistics	Kinect
Usability test	Raspberry Pi
Affinity diagrams	Arduino
Storyboarding	Unity3d
Video sketching	Processing

SUMMARY

She prototypes eye tracking, AR/VR, and physical interactions. She understands user-centered design and human perception/cognition capabilities. She enjoys ideation, math/programming and R&D team-project setting.

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
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 student **Association Leader** (2% of campus)

EXPERIENCE

Sept 2018 – Jul 2018

UI and UX Design Intern

Callstats.io | Helsinki, Finland

Designed user interfaces, information architecture on a data-intensive dashboard, worked with a multidisciplinary team to improve the quality of experience in WebRTC services

Jun 2018 – Feb 2018

Master Thesis Worker

Tobii Dynavox | Stockholm, Sweden

Prototyped a desktop app as a gaze-typing keyboard with shape-writing pattern recognition in C#/.NET/WPF, quantitatively user-tested typing performance using Python

Aug 2017 – May 2017

Research Assistant

User Interfaces Research Group | Espoo, Finland

Developed teaching tutorials for a Bachelor course on human perception/cognition/motor theories in Jupyter Notebook

Jun 2016 – Apr 2016

User Research Intern

Zhishi Yinxiang Co., Ltd | Beijing, China

Analyzed the user flow/convert rate of a K-12 education app

ACTIVITIES

Sept 2018

HackZurich

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

Mart 2018

ACM TEI Conference

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