

JIAYAO YU (MAO)

Interaction Prototyper

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SUMMARY

I am a self-educated prototyper who builds proof-of-concept and a design-minded communicator who ensure user experience to the most extent in product development process. When working with a diverse team, I'm in my element.

SKILLS

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

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

April 2020 Nov 2019

UX Design Consultant

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

<u>Tobii Dynavox</u> | 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.