JIAYAO YU(**MAO**)

interaction prototyper, HCI researcher

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

SKILLS

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

Research	*Platform*
Usability test	Tobii EyeX
Scientific writing	Oculus
Statistics	Kinect
Affinity diagrams	Arduino
Storyboarding	Unity3d
Video sketching	Processing

SUMMARY

She's prototyped eye tracking, AR/VR game, and physical interactions. She understands human perception/cognition capabilities. She enjoys math/programming and R&D team-project setting. She's burning when prototyping for daily use.

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** (magazine chief-editor)

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 gaze-typing keyboard using C#/.NET/WPF for people with speech & motor impairments. Quantitatively user-tested keyboards from back-end typing logs 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

Interviewed user groups of a K-12 education app, assisted to design metrics and quantitatively analyzed the user flow

ACTIVITIES

Sept 2018

HackZurich

Prototyped the ReactJS-front-end of a web app for face recognition by LinkedIn profiles 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