

# Yanni Mei

Experience designer & researcher

<https://yannimei.github.io/yanni/>

mei\_yanni@163.com  
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+31 626295694 (NL)

## Skill

### Adobe Suite

Photoshop, Illustrator,  
InDesign, Premiere,  
AfterEffect

### Interaction Prototype

Adobe XD, Figma,  
Java for Processing,  
Html, CSS, JS(basic)

### XR Development

C# Unity, Vuforia  
Multi-user VR data sync

### 3D Model

Blender, Auto CAD,  
Rhino, Sketchup,

### User Research

Thematic analysis,  
Context Mapping,  
Context Inquiry,  
Facilitation, Usability test

## Recognition

**China National scholarship**  
2016.9

**Tongji University**  
**First-class scholarship**  
2015.9

**Tongji University**  
**Second-class scholarship**  
2014.9

## Language

### English

Fluent (TOEFL: 105)

### Mandarin

Native

## Education

### Delft University of Technology

M.Sc, Design for Interaction

*Delft, the Netherlands*

*2018.08 - 2020.08*

Graduate with (9/10), the graduation thesis was reported by VRtogether web (the EU funding scientific research program)

### Tongji University

B.Eng, Environmental Design

*Shanghai, China*

*2013.07 - 2017.08*

Graduate with (5/5), GPA (91.2/100). the graduation thesis was published (First author) by China design academic journal <Art & Design> (ISSN 0412-3662)

## Experience

*UX Researcher & Designer*

**Centrum Wiskunde & Informatica (CWI, Center of Mathematics and Computer Science in the Netherlands), Distributed and Interactive Systems Group**

*Amsterdam, the Netherlands; 2020.01 - present*

- Designed, developed and evaluated a socialVR collaborative design systems (*Cake\_VR*) for customization retail from 0 to 1.
- Wrote an academic paper (first author) on *Cake\_VR* for the top HCI conference CHI'21.
- Did generative research for curators in a VR-aided museum experience project.

*Research assistant*

**TU Delft Persuasive Game Lab, PHAROS Health Center**

*Delft, Netherlands; 2019.07 - 2020.01*

- Study interactive storytelling game and obesity stigma prevention.
- Designed the game Ball & Stalk (graphic, app interaction, game mechanism), communicated with Unity game developers, conducted user tests and qualitative analysis as well as wrote academic report.

*UX designer intern*

**designaffairs GmbH (Accenture Digital Cosmos)**

*Shanghai, China; 2018.03-2018.07*

- Strategy design of future smart residential community for a real estate company. Did thematic analysis, ideated for IoT concept, sketched storyboard.
- Facilitated ideation workshop of "Future Smart Home" for Panasonic.
- Designed the user interface for home appliance of Midea group by

*Design research intern (Bachelor thesis)*

**GIGA Environment Consultancy**

*Shanghai, China; 2017.02 - 2017.06*

- Did qualitative research on IAQ (Indoor Air Quality) with GIGA. The outcome of this research contributed to social media publication of GIGA.

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## 技能

### Adobe Suite

Photoshop, Illustrator,  
InDesign, Premiere,  
AfterEffect

### 交互原型

Adobe XD, Figma,  
Java for Processing,  
Html, CSS, JS(basic)

### XR 开发

C# Unity, Vuforia  
多用户VR数据同步

### 3D建模

Blender, Auto CAD,  
Rhino, Sketchup,

### 用户研究

主题分析, 情境地图  
用户情境访谈,  
co-design引导员,  
可用性测试

## 奖项

### 中国国家奖学金

2016.9

### 同济大学一等奖学金

2015.9

### 同济大学二等奖学金

2014.9

## 语言能力

### 英语

商务沟通 (TOEFL: 105)

### 中文

母语

## 教育经历

### 代尔夫特理工大学

交互设计, 工学硕士

毕业论文以9/10成绩毕业

并被VRTogether (欧盟资助科研项目组织) 网页发表

2018.08-2020.08

荷兰, 代尔夫特

### 同济大学

环境设计, 工学学士

毕业论文以5/5成绩毕业, GPA(91.2/100) 排名1/33。毕业设计被清华大学承办设计综合性学术刊物《装饰》(ISSN 0412-3662)发表 (一作)

2013.09-2017.06

中国, 上海

## 实践经验

### 用户体验研究员&设计师, 荷兰数学与计算机研究中心, 分布与交互式媒体研究部门

荷兰, 阿姆斯特丹 2020.01 至今

\* 0-1 研究 (用户情境访谈), 设计(VR场景, 功能设计, 3d交互, 虚拟界面交互), 开发(Blender, Unity C#), 测试 (定性研究), 一套服务于定制零售场景的VR协作设计系统 (CAKE-VR)。

\* 将该项目于撰写学术论文 (第一作者), 目前参投人机交互排名最高学术会议CHI'21。

### 助理研究员, 代尔夫特理工大学游戏化研究室, 荷兰健康平等权益研究中心(PHAROS)

荷兰, 代尔夫特 2019.07-2020.01

\* 参与交互性叙事游戏项目的研究, 与医疗中心合作, 致力于缓解对于肥胖群体的歧视认知

\* 独立负责视觉设计, 参与游戏化流程设计和迭代, 使用AdobeXD进行移动端游戏原型设计(交互流程, 页面布局), 与Unity开发员交流对接。

\* 参与原型可用性与用户体验测试 (19 samples), 进行定性数据分析并撰写学术报告。该项目于荷兰INSCIENCE国际科技电影节展览。

### UX设计实习生, designaffairs GmbH (埃森哲旗下设计咨询)

中国, 上海 2018.03-2018.07

\* 为一地产品牌设计智能社区战略。参与IoT概念头脑风暴。针对用户访谈数据进行定性分析。为战略报告进行故事板绘制。

\* 协助组织松下“未来智能家居”企业内部联合创意工作坊。

\* 美的家电系列产品界面交互设计。独立完成电饭煲产品的界面交互。与工业设计团队交流协定视觉风格与页面布局。

### 设计研究员 (本科毕业论文, 实习), GIGA环境咨询

中国, 上海 2017.02-2017.06

\* 空气质量因素定性研究。调研成果服务于GIGA室内空气质量因素数据库与室内人居环境开放教育平台。