Mei Yanni
Designer/ Storyteller

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Education

Technology University of Delft   *2018.09 - present*
M.Sc, Design for Interaction
Delft, Netherlands

Tongji University   *2013.09 - 2017.06*
B.Eng, Environmental Design
Shanghai, China

Experience

Research Assistant, TUDelft, Persuasive Game Lab   *2019.08 - present*
Delft, Netherlands
Working on research project about serious game, aiming to arouse public awareness of prejudices and stigmatising behaviour towards obesity group. My task is ideating concept, conducting user tests, iterating and building digital and physical prototype.

Observation Researcher Intern, Gensler   *2018.07*
Shanghai, China
Collect qualitative and quantitative data on utilization rate of workplace for Ford.

UX Designer Intern, designaffairs   *2018.03 - 2018.07*
Shanghai, China
- Conduct user research and ideate in "Vision for Smart Community". Do quantitative and qualitative analysis on research data. Visualize the future scenario of concept and generate final report.
- Facilitate ideation workshop for "Future Smart Home" for Panasonic.
- UX design for home appliance for Midea group.

Graduation Researcher, GIGA   *2017.02 - 2017.06*
Shanghai, China
Do research on IAQ (Indoor Air Quality) with GIGA, an environment service consultancy. The outcome of this research contributed to social media publication of GIGA, also helped to optimize the Indoor Building Material Database of this organization.

Architect Intern, DAtrans Studio   *2016.06 - 2016.07*
Shanghai, China
- Spatial design and 3d modeling for retail space and artist studio.
- Responsible for concept sketch and spatial analysis diagram.

Skill

Graphic
Photoshop, Illustrator, InDesign

Motion
Premiere, AfterEffect

3D Model
Auto CAD, Rhino, Vray, Keyshot, Grasshopper

Interaction Prototype
Adobe XD

Code
Html, CSS, Java for Processing

Language

English
Fluent (Toefl: 105)

Mandarin
Native