Yanni Mei

Experience designer & researcher

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

mei_yanni@163.com
+86 15221552975 (CN)
+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
Delft, the Netherlands
2018.08 - 2020.08
M.Sc, Design for Interaction
Graduate with (9/10), the graudation thesis was reported by VRtogether web (the EU funding scientific research program)

Tongji University
Shanghai, China
2013.07 - 2017.08
B.Eng, Environmental Design
Graduate with (5/5), GPA (91.2/100). the graudation 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, developd 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 musem experience project.
- Assisted VR tests for a socialVR interactive film watching system.

Research assistant
TUDelft 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 residental 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 collaborating with the industrial design team.

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.

梅燕妮

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体验设计&研究

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   2018.08-2020.08
交互设计，工学硕士   荷兰，代尔夫特
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

同济大学   2013.09-2017.06
环境设计，工学学士   中国，上海
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）

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(Blener, 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。