

# Yanni Mei

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

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## Skill

### Adobe Suite

Photoshop, Illustrator,  
InDesign, Premiere,  
AfterEffect

### Interaction Prototype

Adobe XD, Figma,  
Java for Processing,  
Html, CSS,  
C# for Unity

### 3D Model

Blender, Auto CAD,  
Rhino, Sketchup,  
Vray, Keyshot

### Qualitative research

Thematic analysis,  
Context Mapping,  
Context Inquiry,  
Facilitation

## Education

### Technology University of Delft

M.Sc, Design for Interaction  
*Delft, Netherlands; 2018.08 - 2020.08*

### Tongji University

B.Eng, Environmental Design  
*Shanghai, China; 2013.07 - 2017.08*

## Experience

### UX Researcher

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

*Amsterdam, Netherlands; 2020.02 - present*

Study, design and develop for socialVR collaboration systems with Unity and Blender.

### Research assistant

**TU Delft, Persuasive Game Lab**

*Delft, Netherlands; 2019.08 - 2020.01*

Working on a research project about serious game, aiming to reduce obesity stigma. My task is graphic design, interaction prototype (Adobe XD), communicating with Unity developers for game development, and qualitative research. The project was exhibited on International Science Film Festival Nijmegen.

### UX designer intern

**designaffairs GmbH (Accenture Digital Cosmos)**

*Shanghai, China; 2018.03-2018.07*

- Conduct qualitative user research (thematic analysis) and ideate in "Vision for Smart Community".
- Facilitate ideation workshop for "Future Smart Home" for Panasonic.
- Design the user interface for home appliance of Midea group.

### Research intern & Bachelor thesis

**GIGA Environment Consultancy**

*Shanghai, China; 2017.02 - 2017.06*

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

## Language

### English

Fluent (Toefl: 105)

### Mandarin

Native