

# Mei Yanni

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## Education

### Technology University of Delft

2018.09 - 2020.08

M.Sc, Design for Interaction  
Delft, Netherlands

### Tongji University

2013.09 - 2017.06

B.Eng, Environmental Design  
Shanghai, China

## Experience

### Research Intern & Master thesis

2020.02 - 2020.08

#### Centrum Wiskunde & Informatica

( National Research Institute for Mathematics and  
Computer Science in the Netherlands),  
Distributed and Interactive Systems Group

Amsterdam, Netherlands

Working on research project about socialVR collaboration, aiming to explore social behavior and interaction techniques in multi-user VR co-design. My task is about doing literature and user research of social behavior in co-design, generated VR interaction concepts, develop socialVR prototype with Blender and Unity, as well as user evaluation.

### Research Assistant, TUDelft, Persuasive Game Lab

2019.08 - 2020.01

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

## Adobe Set

Photoshop, Illustrator, InDesign, Premiere, AfterEffect

## Web development

Html, CSS, Javascript

## VR development

Blender, C# for Unity

## 3D Model

Auto CAD, Rhino, Vray, Keyshot,  
Grasshopper

## Interaction Prototype

Adobe XD

# Language

## English

Fluent (Toefl: 105)

## Mandarin

Native