




JIAYAO YU

XR Content Developer

 www.yujiayao.net

 (+46) 72 287 0372

 jiayao.mao.yu@outlook.com

SUMMARY

I'm a self-leader and team-player. Coming from a Human-Computer Interaction background, I'm passionate about the intersection of Extended Reality and Brain-Computer Interface, and prototyping my career towards it.

SKILLS

Programming

Python

C#

C, C++

Git

Jenkins

Platform

Unity3D

Meta Quest

Tobii EyeX

Kinect

Electronics

Design

Sketch, Figma

InVision

Adobe Premiere

3DsMax

Blender

Research

Cognitive Science

User Research

Usability Testing

Data Analysis

Academic Writing

EXPERIENCE

Present
Mar 2024

XR Content Developer

Kista Innovation Park | Stockholm, Sweden

Developing VR content using Unity3D/C#/Blender/Quest to showcase telecom technologies. Supporting students in demo development.

Present
Jun 2020
&
Sept 2019
May 2019

Data Engineer, Data Scientist

Ericsson R&D | Stockholm, Sweden

Led a ML team of 2-4 from project proposals to stakeholder demos. Developed ML models and visualisations using Python/TensorFlow/Dash. Maintained and improved existing ETL data pipelines.

Apr 2020
Nov 2019

UX Design Consultant

Semcon | Linköping, Sweden

Developed functionalities in an iOS mobile app using Swift. Assisted in consultancy pitches to regional customers.

Dec 2018
Jul 2018

UI & UX Design Intern

Callstats.io | Helsinki, Finland

Designed UI&UX of onboarding experience, web dashboards, payment service using Sketch/Zeplin. Communicated designs with product owners, front-end and marketing teams.

Jun 2018
Feb 2018

Master Thesis Worker

Tobii Dynavox | Stockholm, Sweden

Prototyped a gaze-typing keyboard for users with speech & motor impairments using C#/.NET/WPF/MVVM. Conducted user testing on prototypes and recommended design decisions to R&D team by data findings.

EDUCATION

Oct 2018
Aug 2016

Human-Computer Interaction Design M.Sc.

KTH Royal Institute of Technology | Stockholm, Sweden

Aalto University | Espoo, Finland

Master thesis A grade (excellent)

Aalto Dean Incentive **scholarship**; GPA 4.0/5.0

Research assistant in Computational Behaviour Lab (2017)

Aug 2016
Sept 2012

Electronic Information Engineering B.Eng.

Communication University of China | Beijing, China

Publication: Interaction Design in Augmented Reality on the Smartphone. CISP-BMEI 2016: 1317-1321

Outstanding **association leader** (magazine chief-editor)

ACTIVITIES

Jun 2021
Jul 2019

Marketing & Communications Officer | Europe

Working for EIT Digital Alumni Foundation, an EU-supported and entrepreneurship-oriented alumni community of 2k+ members, responsible of digital marketing and stakeholder communication.