



JIAYAO YU

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## SUMMARY

I'm a fast-learner, self-leader, and team-player. Coming from a Human-Computer Interaction background, I'm passionate about the intersection of Extended Reality (XR) and AI, and prototyping my career towards it.

## SKILLS

### XR

Unity3d, C#

Meta Quest

Tobii EyeX

3DsMax

Maya

### Data

Python

Argo

Spark

Kubernetes

ElasticSearch

### Design

Maya, Blender

Substance Painter

Sketch, Figma

Premiere

Photoshop

### Research

User Research

Usability Evaluation

Statistical Analysis

Design Thinking

Academic Writing

## EDUCATION

Mar 2026  
Aug 2024

**XR Creative Developer** Higher Vocational School (Yrkeshögskola)

**Hyper Island** | Stockholm, Sweden

Courses: game programming, 3D assets creation, storytelling, workshop facilitation & leadership

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** (summer 2017)

## EXPERIENCE

Sept 2025  
June 2025

**XR Designer, Developer**

**Flowtropolis** | Stockholm, Sweden

Designed and developed prototypes to demo microgestures as UI input, Open AI integration in Unity, Meta passthrough camera access with scene understanding.

Feb 2025  
Oct 2024

**Unity XR Developer**

**XR Bootcamp** | Remote, Global

Designed and developed 4 solo prototypes and collaborated on 2 MVPs using Unity/Meta XR SDKs/XR Interaction Toolkit. Selected as one of 150 global recipients of the *Beyond Inclusion* Scholarship (2024) awarded by the Unity Workforce Grant.

Present  
Jun 2020  
&  
Sept 2019  
May 2019

**Data Engineer, Data Scientist**

**Ericsson R&D** | Stockholm, Sweden

Led an ML team of 2-4 from project proposals to stakeholder demos. Maintained and improved existing ETL data pipelines. Recognised with **Extraordinary Work Performance** in 2023.

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.