



JIAYAO YU

XR Content Developer



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SUMMARY

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

SKILLS

Design

Sketch, Figma
InVision
Photoshop
Premiere
3DsMax

Programming

Python
C#
CSS, HTML
Matlab
C, C++

Platform

Unity3d
Oculus
Tobii EyeX
Kinect
Electronics

Research

Cognitive Science
Usability Testing
Optimization
Data Analysis
Academic Writing

EXPERIENCE

Present
Mar 2024

XR Prototyper

Kista Innovation Park | Stockholm, Sweden

Leading student groups to develop XR demos to showcase 5G technology and enhance community engagement.

Present
Jun 2020
&
Sept 2019
May 2019

Data Engineer, Data Scientist

Ericsson R&D | Stockholm, Sweden

Led a ML prototype to optimise Lab resource from project proposal to stakeholder demos, developed ML models and Web GUI visualisations. Developed ETL data pipelines and data ingestion REST APIs.

Apr 2020
Nov 2019

UX Design Consultant

Semcon | Linköping, Sweden

Developed functionalities in an iOS mobile app using Swift. Assisted in consultancy sales with regional customer companies.

Dec 2018
Jul 2018

UI & UX Design Intern

Callstats.io | Helsinki, Finland

Designed complete views of a web dashboard (focused on data visualization), payment service among others. Worked closely with product, 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. User-tested prototypes and recommended design decisions 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
Minor in Innovation & Entrepreneurship with EIT Digital

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, a EU-supported and entrepreneurship-oriented alumni community of 2k+ members, responsible of digital marketing and stakeholder communication.