



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.