JIAYAO YU

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SUMMARY

I'm a fast-learner, self-leader, and team-player. With a background in Human-Computer Interaction, I'm passionate about creating impactful Extended Reality (AR/VR/MR) experiences that drive meaningful change in society.

SKILLS

AR/VR/MR Development

Unity, Unreal Engine

Meta Quest 2&3

Tobii Eye Tracking

Design, Arts

Figma, Sketch, InVision, Zeplin

Maya, Blender, Substance Painter

Adobe Creative Suite

Data

Python, PySpark, TensorFlow

Argo CD, Kubernetes, Docker

SQL, MongoDB, ElasticSearch, MinIO

Software Engineering

C#/.NET/WPF, C, C++

Programming Patterns

Git, Jira, Agile Methodologies

EXPERIENCE

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.

Jul 2024 – Jun 2020 & Sept 2019 – May 2019

Data Engineer, Data Scientist

Ericsson R&D | *Stockholm, Sweden*

Led a team of 2–4 in developing an end-to-end data-driven CI/CD optimization pipeline, encompassing data processing, ML model training, deployment, and stakeholder communication. Recognized for **Extraordinary Work Performance** (top 10% employee) in 2023.

Jun 2021 – Jul 2019

Marketing & Communication Officer

EIT Digital Alumni Foundation | *Remote, Europe*

Led marketing strategy and social media for an EU-backed entrepreneurship alumni network of 2,000+ members.

Apr 2020 – Nov 2019

UX Design Consultant

Semcon | *Linköping, Sweden*

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

Dec 2018 – Jul 2018

UI&UX Designer

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

Mar 2026 – Aug 2024

XR Creative Developer Vocational School

Hyper Island | *Stockholm, Sweden*

Courses: 3D assets creation, game engine programming, 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)