




# Jiyun (Dawn) Yao

-  dawnyao.com
-  linkedin.com/in/jiyunyao/
-  jyao3917@gmail.com
-  +1 267 271 9105

## EDUCATION

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### New York University, NY

Class of 2023

M.S. Integrated Design and Media

### Pennsylvania State University, PA

Class of 2020

B.S. Industrial Engineering

Minor in Biomedical Engineering

## SKILLS

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### Design

2D & 3D Rapid Prototyping

Interaction Design

Userbility Testing

AR/VR Prototyping

Data Analysis

### Programming

JavaScript, HTML/CSS

Python

Arduino, C++/C#

Kotlin, SQL, MATLAB

### Tools

Figma, Sketch

Unreal Engine, Unity

Adobe Creative Suite

Lens Studio, Spark AR

SolidWorks, Blender

Miro, Mural

Max

## EXPERIENCE

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### Creative Coding Graduate Assistant, New York University

New York, NY | 08.2022-Present

- Researching and developing how physical computing can bridge reality and extended reality by merging IMU with p5.js or Unreal Engine to make interactive installations
- Assisting students to conceptualize and execute in creative coding with Javascript and C++, delivered more than 8 fun but educated examples on the course website

### UX Engineer Intern, RTM Vital Signs (NDA)

Remote, Philadelphia | 06.2022-08.2022

- Collaborated with the hospital and engineering team to design a wearable IoT healthcare device
- Designed and prototyped 3 iterations of mobile and tablet app interfaces with user-centric design methodologies
- Optimized multi-platform seamless user experience by designing semantic color system and user flows

### UI/UX Design Intern, OnePlus Technology

Shenzhen, China | 04.2021-07.2021

- Collaborated with UI designers, Front-end engineers, and PMs to develop the OxygenOS 12 core experience
- Automated the design workflow for dark mode by programming an HTML/CSS auto-theme Figma plugin, reducing the production time by 50%
- Designed a mobile testing device management application and implemented front-end features with Kotlin to optimize team efficiency

## PROJECTS

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### Monster Hunter AR Wearables, Wearable Class

New York City, NY | 09.2022-12.2022

- Designed and built an e-textile hoody for immersive AR gaming experience, mapping 8 real-life actions to in-game actions for Monster Hunter World
- Conducted 2 iterations for different body sizes to explore potential for new experiences in immersive RPG games

### Portable Gait Analysis, Work Design Lab

University Park, PA | 08.2019-05.2020

- Tracked joint coordinates of amputated patients and designed an AR app for improving prosthesis adjustment experience
- Paper published in the Human Factors and Ergonomics Society as the Second Author