Jiyun (Dawn) Yao

UX Engineer

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EDUCATION

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

Programming Languages

JavaScript

HTML/CSS

SQL

React/Kotlin

C++/C#

MATLAB

2D Tools

Figma

Sketch

p5.js

Adobe Suite

3D Tools/XR

Arduino

SolidWorks

Unreal Engine

Lens Studio

Unity

EXPERIENCE

Creative Coding Graduate Assistant, New York University

New York, NY │ 08.2022-Present

- Utilizing JavaScript and C++ to develop interactive and visually engaging digital media projects

- Assisting with students to conceptualize and execute in creative coding techniques and methodologies.

- Contributed to the research and development of cutting-edge technology in the field of creative coding

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

- Designed a mobile testing device management application and implemented front-end features with Kotlin to optimize team efficiency

PROJECTS

Rhythm Game Console, LOTE Class

New York City, NY │ 03.2022-05.2022

- Designed and built the game console with Arduino and 3D printed case and trained with Tiny Motion Trainer by using 120+ motion datasets

- Built a front-end interface in p5.js to recognize users' motion via BLE communication and evaluate motion accuracy

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