

Jiawen Yao

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I'm currently an interaction/product designer and my research interests lie in new analogue ways of interacting with everything that cooperates with the digital and physical worlds and have a curiosity about materials and manufacturing processes. I'm fascinated by how to create novel use experiences improving people's life.

Education

Weißensee Art Academy of Berlin

Product Design (Interaction design), Master of Arts

GPA: 1.1/5.0

(1.0 as highest)

10/2020- 04/2023

Berlin, Germany

North China University of Technology

Industrial Design, Bachelor of Engineering

GPA: 2.1/5.0

(1.0 as highest)

10/2015- 07/2019

Beijing, China

Experiences

Interaction Designer/Scenographer, Internship

Dreiform

04/2022- 10/2022

Cologne, Germany

Project: Experimenta, Siemens Leadership Center

- *Creating the physical interaction prototypes and idea for a Science Exhibition, using skills such as prototyping, arduino, interface design, brainstorming and sketching.*
- *Creating visualisations for the User experience, Touch points and innerarchitect design of the Siemens Global Leadership Centre, using story telling skills and software such as enscape.*

Industrial Designer, Internship

Industrialpartners GmbH

06/2019- 02/2020

Tianjin, China

Project: Xiaomi Smart Drill

- *Sketching, 3D modelling and product prototyping for different industrial design commissions. Rhinoceros, keyshot, CNC manufacturing, sketching and other skills were used.*

Research Project

Info-Motion

Using metaphor of plant in information communication In shape changing interface

10/2022- 04/2023

Applying the motions of plants in a shape-changing interface, representing the state and data from computers to domestic appliances through physical dynamic feedback in a discreet, peripheral and intuitive way.

Berlin, Germany

- *Interaction design, Shape-changing interface, Ubiquitous Computing, Design methodology, Soft robotics, Tangible interaction, 4D Printing (textile), Arduino*

Doc-U

Empowering patients to benefit from their data donation

10/2021- 02/2022

A combination of an app and device that suggests activities to people with chronic depression to address moods through data voluntarily donated by other users and helps people with depression identify the most appropriate solutions for them through a self-assessment over time. Responsible for analogue concept and hardware prototyping in a 5 person team.

Matter of Activities

Berlin, Germany

- *UX, Data Physicalisation, Embodiment interaction, Digital Sovereignty, Arduino, Processing*

Subjective Timer

A Timer that allow users to create their own physical length of time

A sets of analogue products, respecting our subjective perspective on time, encouraging users to create an individual time scale that corresponds with their perception of the time target.

- *Interaction design, Embodiment interaction, Spatial interaction, Ubiquitous Computing, Raspberry Pi (Visual recognition)*

04/2021- 07/2021

Matter of Activities

Berlin, Germany

Awareness of Plants

Revealing the inner workings of plants through sound and motion

An art installation that simulates a series of changes in a plant when subjected to environmental factors through a pneumatic, soft-bodied robot.

- *Interactive Installation, UX ,Exhibition design, soft robotics, Processing coding*

04/2019- 02/2020

Tianjin, China

Publication & Activities

Jiawen Yao. Info-Motion: Using metaphor of plant in information communication In shape changing interface.

- *Accepted Pictorial, In Proceedings of TEI 2024 (International Conference on Tangible, Embedded and Embodied Interaction) <https://doi.org/10.1145/3623509.3633397>.*
- *[DIS Workshop 2023 paper\(the ACM SIGCHI Conference on Designing Interactive Systems\) on Soft Robotics for HCI](#)*

02/2024

Cork, Irland

07/2023

Pittsburgh, USA

Honors & Exhibitions

German Design Graduate Awards, finalist

Project: Info-motion, In Design experiment categories, Top 3

08/2023

Hamburg, Germany

DIS Workshop Soft Robotics for HCI, Audience Choice Awards, second place

Project: Info-motion, In Paper categories

08/2023

Pittsburgh, USA

DAAD(German Academic Exchange Service) Graduation Fellowship

Project: Info-motion

10/2022

Berlin, Germany

Interactive Exhibition in Weizenbaum Institute

Project: Doc-U

02/2022

Berlin, Germany

Industrial design competition for students of Beijing, third prize

Project: Plant bionics based body corrector design

08/2019

Beijing, China

China robot competition in Northwestern Province, second prize

Role: manipulation and debugging, In Quadcopter Drone category

05/2016

Beijing, China

Languages Skill

English (IELTS 7.0), German(B2), Chinese(native)

Technical Expertise

Prototyping: Arduino, Processing, RaspberryPi (Pyhton beginner)

Manufacturing: CNC, Laser cutting, 3D print (4D fabric and general)

3D: Rhino, Keyshot, Enscape, Blender, Cinema 4D, Solidworks

2D: Adobe Photoshop/ Illustrator/ Premiere/ Indesign/Figma