

Senhuang Cai

senhuang.cai9h@gmail.com
<https://b-o-s-s-e-s.github.io/portfolio>

<https://github.com/B-o-s-s-e-s>
<https://www.linkedin.com/in/SenhuangCai>

Education

University at Buffalo SUNY, Bachelor of Science in Computer Science

Jan 2021 - May 2023

Scholarships: Last Mile Education Fund (2021, 2022), Dean's List: (2019, 2023)

GPA: 3.8

Courses: UX/UI Design, UX Research, Human-Computer Interaction, Frontend Development, Project Management

LinkedIn Learning: JavaScript Essential Training, CSS Essential Training

Skills

Languages: HTML5, CSS3, SASS, JavaScript, Bootstrap, Python, React, Angular

Tools: Adobe Creative Suite, Figma, Canva, GitHub, Git, WordPress, Miro, Azure, JIRA, Agile, iOS, Android

Experience

WordPress Developer

MemoryFox

Mar 2023 - Present

- Increased website traffic by 50% within six months by optimizing site speed, improving UI/UX design, and implementing SEO best practices, resulting in a boost in user engagement and customer retention
- Streamlined the content management process by implementing a custom plugin, reducing posting time by 40%, and ensuring consistent branding and messaging across all channels

Queens College

Jul 2021 - Present

- Improving website usability for 3,000+ faculty and students by fixing UI anomalies and adding requested features
- Creating 60+ WordPress pages for 3 departments using DIVI builder to create compelling ways to present information

UX/UI Design

The Haitian American Museum

Jun 2022 - Aug 2022

- Improved website accessibility and user experience by conducting user experience interviews with 20 museum visitors and implementing their feedback, resulting in a 35% increase in pageviews and a 25% reduction in bounce rate
- Designed and implemented a responsive website using Figma that improved the website's user experience across multiple devices and screen sizes

UX Business Analyst & Project Management, MetLife

Jun 2022 - Aug 2022

- Reduced the amount of time required to create a project by 50% by collaborating with the business, UX and technical teams
- Designed MetConnect, a new MVP internal social connection product focused on connecting new hires during onboarding experience, in 5 weeks by storyboarding, defining users, developing detailed prototypes, and presenting to stakeholders

Software Engineering + Quality Assurance

SpeakHire

Jul 2021 - Aug 2021

- Established product user experience principles by conceiving storyboards, defining user models, and creating mockups for the company's flagship product by conducting user interviews and gathering user feedback, improving usability
- Designed and shipped an onboarding form in 5 weeks by evaluating existing implementation and conducting UX research

New York City Department of City Planning

July 2020 - Sep 2020

- Successfully identified 76 defects in a new crucial tool by preparing test cases, tracking defects, and verifying fixes
- Tested for user experience, reliability, and portability

Extracurriculars

Web Development Tech Fellow, CodePath.org

Mar 2023 - Present

- Mentored and coached a cohort of 25 students in web development, resulting in an average project grade increase of 30% as measured by CodePath's grading rubric, by providing personalized feedback, conducting code reviews, and leading weekly workshops on advanced web development concepts.

UX Design Tech Lead, Freelance

Aug 2022 - Present

- Conducting user research, creating wireframes and prototypes, and leading the implementation of a new UX design for a client's by optimizing the website's navigation, improving the checkout process, and enhancing the overall user experience

Accelerate: Software Engineering Summer Program, IBM

Jun 2021 - Jul 2021

- Implemented 3 IBM curated web projects using React, Node.js, and JSON, resulting in a knowledgeable understanding of full-stack web development, frontend development, and backend development, as well as UX/UI