

Senhuang Cai

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Education

Cornell University

Expected May 2024

Master of Professional Studies, Information Science

- Human-Computer Interaction, User Experience (UX) Design, Prototyping, Design Systems, Project Management

University at Buffalo

Jan 2021 – May 2023

Bachelor of Science, Computer Science

GPA: 3.7/4.0

- Data Structure and Algorithms, Mobile Development, Web Development, Product Design, Project Management

Skills

Technical: HTML, CSS, JavaScript, Adobe XD, Adobe Photoshop, Illustrator, Figma, Git

Design: Design Thinking, User Research, Wireframing and Prototyping, Architecture, Visual Design, Design Systems

Other: Project Management, Product Design, Experience Design

Work Experience

Experience Design Intern, MetLife

Jun 2022 – Aug 2022

- Designed and delivered a prototype of an internal social network and news application for building community with 20 core features as informed by data analysis on onboarding metrics. Collaborated on an agile team and utilized Figma and Adobe XD to create a design system and conduct usability testing throughout development with an emphasis on advocating for the user by diving deeply into user journeys.
- Streamlined a slow project creation workflow, resulting a 30% reduction in miscommunication and delays, as measured by team surveys and project status reports, by conducting market research on modern implementations, focusing on user-centered design, and communicating with cross-functional teams to understand the issue, establish requirements, and delegate stories.

Associate Design Intern, SpeakHire

Jul 2021 – Aug 2021

- Collaborated with UI/UX designers to create user journey mappings for onboarding, translate into wireframes, mockups and prototypes, and develop pixel-perfect front-end designs that followed a design system by prototyping in Adobe XD and Figma incorporated findings from market research.
- Built a compelling onboarding flow with Angular, HTML, and CSS, resulting in a 50% improvement in user experience as measured by bounce rate, conversion rate, and app responsiveness.

Software Engineer Intern, Queens College

Jun 2021 – Jun 2023

- Collaborated with cross-functional teams to develop mobile-friendly websites, achieving a 30% increase in site traffic and a 40% increase in user interactions, on average, by generating unique design systems, PHP backend and JavaScript frontend code, creating database integrations, integrating third-party APIs, and conducting rigorous testing for responsiveness and quality assurance.

Project Experience

UX Designer, Google

Aug 2023 – Present

- Working closely with Google Experience Designers and Product Designers to build the future experiences of an inhouse AI powered CRM by conducting market research, in-depth user interviews, establishing requirements, creating a design plan, and resulting in a proposal.

Leadership Experience

Club President, Cornell University

Aug 2023 – Present

- Collaborating with leaders on campus to deliver 50+ graduate events centered on networking, workshops, health awareness, career fairs, and diversity events, each averaging 100+ attendees by ensuring seamless logistics, crafting enticing marketing campaigns, incorporating attendee feedback, and allocating and requesting funding.

Tech Fellow, CodePath.org

Jun 2021 – Aug 2023

- Provided technical support and mentorship for over 100+ aspiring software engineers offering insights into best practices and problem-solving strategies in web development, mobile development, and technical interview prep by leading weekly hands-on coding sessions, resulting in an average of 60% improvement in problem-solving skills as measured by pre and post technical assessments.