

CAYSON KAI SHENG YIM

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Education

University of California, Irvine | [Master of Software Engineering \(Expected September 2023 - September 2024\)](#)

[B.S. in Informatics, Specialization in Human-Computer Interaction - June 2023](#)

Relevant Coursework: Introduction to Software Engineering, Requirements Analysis and Engineering, Software Design: Applications, Human Computer Interaction, Project Management, User Interaction Software, Information Visualization, Python Programming, Java Programming

Select Projects

SOFTWARE DEVELOPMENT

Multiple Projects, [Web Developer & Designer](#)

October 2022 - Present

- Design and build websites. Adapt for responsiveness using Bootstrap to ensure and improve accessibility and usability for mobile devices
- Marked up with HTML and refined design choices with CSS; aggregated user functionality and interactive design with Bootstrap and JavaScript
- Skills: HTML, CSS, Bootstrap, Git

Recipeasy, [Front-end Developer & Designer](#)

February 2023

- Collaborated with students at Hack at UCI's 2023 Hackathon to rapid prototype a full stack web application
- Implemented Spoonacular's API to generate recipes according to user input to minimize food waste and promote healthy diets
- Skills: HTML, CSS, JavaScript, Node.js, Express, Vercel, Git

UX DESIGN & RESEARCH, PRODUCT MANAGEMENT

OpenIDEO Design Challenge, [UX Designer & Researcher](#)

January 2023 - March 2023

- Collaborated in a team of four to design a proposal that creates digital thriving by combating mental distress due to visa & immigration issues experienced by international college students
- Co-own user research including conducting field studies, user observations, concept testing, user interviews, data analysis
- Co-own prototyping of digital solution, including paper prototype

EEE+ Evaluation, [UX Designer & Researcher & Product Manager](#)

January 2023 - June 2023

- Led team of five to partner with UCI's OIT team to improve student engagement with instructor course evaluations
- Executed surveys as well as semi-structured interviews to better understand the needs, challenges, and goals of the undergraduate student body to accurately improve evaluation response rates
- Co-own data analysis and conducted thematic analysis through affinity diagramming
- Product managed the team to get our deliverables on time during two week sprints
- Designed & developed an LTI (learning tools interoperability) prototype within UCI's Canvas LMS to house the EEE+ Package to facilitate the collective participation from instructors and students in EEE+ evaluations

JamOut Mobile App, [UX Designer & Researcher](#)

February 2023

- As part of Design at UCI's 2023 design-a-thon, I collaborated with a team of students to design a mobile application that helps aspiring musicians connect with each other. I co-owned scrappy user research, including surveys and interviews, and high fidelity rapid prototyping

Select Skills

Languages and Frameworks: Python, Java, R, HTML, CSS, JavaScript, TypeScript, jQuery, Angular, Ionic, React, Git, Bootstrap, React, Node.js, Express, Vercel, SVG.js

UX Methods/Tools: Human-Centered Design, Software Design, Project Management, Wireframing, Heuristics Evaluation, Requirements Engineering, Figma