

ZHENQI CAI

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CONTACT

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New York, NY

EDUCATION

M.S. in Human Factors & Ergonomics
San Jose State University
Aug 2017 - Dec 2020

Computer Science & Graphic Design
De Anza College
Mar 2016 - Jun 2017

B.Eng. in Electronic Science & Technology
Harbin Institute of Technology
Sep 2009 - Jul 2013

EXPERTISE

Visual design tools:
Photoshop, Illustrator,
After Effects, Indesign

Interaction design tools:
Figma, Sketch, Adobe XD,
Flinto, Framer, Invision

Programming skills:
HTML, CSS, JavaScript, AngularJS,
D3.JS, iOS/Android development

WORK EXPERIENCE

Amazon, NYC

UX Designer II/Nov 2022 - Present

- Analyze UX problems and create on-brand design solutions across global marketplaces that meet measurable business requirements and goals incorporating market analysis, customer feedback, technical constraints, and usability findings into design.

Stonk Tech, remote

Senior Product Designer/Apr 2022 - Nov, 2022

- Led the product design of the first stage of the social trading app from conception to launch by collaborating with cross-functional teams.
- Designed the brand identity along with a design system, and crafted the web design of the landing page that matches our visual styles and the latest design trend.

Weee!, Fremont

Product Designer/Sep 2021 - Mar 2022

- Designed intuitive flows for the RTG on-demand delivery from conception to launch and measured success through user testing. The overall on-demand orders' Gross Merchandise Volume increased 13.86% over a week after release.

SAP, Palo Alto

UX Design Intern/Jan 2020 - Sep 2021

- Worked on the SAP Fiori design system for iOS, designed and successfully released new components by gathering requirements, conducting comparative analyses, collaborating with developers, writing guidelines, and updating stencil.

IBM, San Jose

UX Design Intern/Sep 2018 - Aug 2019

- Worked with the team to successfully release a regulatory accelerator tool by designing a smooth, sticky experience that builds user trust in Artificial Intelligence
- Improved the scalability, flexibility, and visual affordance of the data visualization design by conducting design research, usability testing, and iterating prototypes.

Tetrade, San Francisco

Product & Brand Designer/Jun 2018 - Aug 2018

- Led the product design of the first stage of a cloud service management tool by defining personas, journey maps, flow maps, designing a conceptual model.
- Designed a unique brand identity with brand style guides, a set of branding kits, and set up a matched UI design system in an already crowded space.

Shanghai Travo Information Technology, Shanghai

Visual Designer/Jul 2014 - May 2015

- Designed visually appealing HTML5 pages of the tourism e-commerce app 'On the Road', increasing the Click-Through Rate of the promotion page by 15.8%.

Ekcare, Shanghai

UI & UX Designer/Jul 2013- Jul 2014

- Established all UI & UX design as the first stage of a social fitness app 'Walk with Fun', which is able to track users' routes, monitor real-time speed, pace, etc.