

Xinyi (Estelle) Cai

estelle19x@gmail.com | +1 412-209-5196 | [linkedin.com/in/xinyi-cai-hci](https://www.linkedin.com/in/xinyi-cai-hci) | [Portfolio](#)

EDUCATION

Carnegie Mellon University, M.S. in Learning Engineering (Human-Computer Interaction)

Expected Dec 2027

Mount Holyoke College, B.A. in Psychology, GPA 3.98/4.0

Dec 2025

SKILLS

Design: Interaction & UI Design, Wireframing, Prototyping, Design Systems, Accessibility (WCAG), Universal Design

Research: Usability Testing, Contextual Inquiry, User Interviews, Co-Design, Surveys, Thematic Analysis, Data Analysis

Product: PRDs, Journey Mapping, Success Metrics, Design QA, Design Handoff

Tools & Tech: Figma, Figma Make, HTML, JavaScript, Python, Claude, ChatGPT, Cursor

WORK EXPERIENCE

UI/UX Design Intern | Summer Atlantic Capital

Sep 2026 – Present

- Translated product requirements for SAC Nexus, a pre-launch B2B AI investment platform, into drill-downs from KPIs to partner, risk, and deal detail, plus CRM-sync and pipeline workflows; handed to engineering.
- Made UX decisions the PRD left open, structuring the partner-score drill-down from overall score to drivers to partners needing action, and rejected AI-generated metrics the requirements didn't support.
- Designed reusable interaction patterns across investment analytics and CRM workflows, standardizing system states and interaction behaviors to support consistent engineering implementation.

Experience Design Intern | A4x Children's Art Museum

Mar 2026 – Jun 2026

- Led 6 co-design sessions in which children prototyped 5+ storytelling and interaction activities, raising the workshop story-completion rate from ~40% to ~80%.
- Diagnosed barriers to expression, storytelling, and participation by observing 20+ children in live workshops.
- Codified the redesign into a reusable curriculum framework adopted by the iSTART Children's Art Festival, a 3-month program with 50,000+ visitor engagements.

Product Manager Intern | Freemall Digital Tech

Jun 2025 – Aug 2025

- Designed and shipped posting, commenting, mention, and reporting features for Meili, a health-lifestyle community app, taking each from PRD to Figma prototype.
- Cut the reporting flow from 5 to 3 steps by restructuring report categories based on user feedback.
- Halved handoff revision rounds from ~4 to 2 on owned features by streamlining flows with UI and engineering.

Research and Experience Design Intern | China Development Research Foundation

Jun 2024 – Aug 2024

- Ran a mixed-methods field study across 15 rural Guizhou schools (300+ survey responses, contextual inquiry) and synthesized findings into training materials used by 50+ local teachers to support student mental health.

PROJECT EXPERIENCE

CVS WaitPass: Pharmacy Wait Experience | Course Project, Carnegie Mellon

Sep 2026 – Oct 2026

- Designed WaitPass, a pharmacy-first iOS experience that prioritizes prescription pickup and offers optional product discovery during existing wait time, informed by store-data analysis and in-store observation.
- Found in usability testing that all 5 participants raised store-map concerns and shopping interest varied; made exploration optional and rebuilt the map as a simple zone view that keeps prescription status visible.
- Designed and prototyped the end-to-end iOS flow from check-in to pickup, an Apple Watch companion for glanceable status, and accessibility preferences built on the CVS design system.

Second Conversation: AI-Supported Education Service | Independent Project

Mar 2025 – Jan 2026

- Mapped unmet needs in AI-supported learning through a 236-response survey and co-design with 7 participants, then designed a service blueprint and prototype that all 7 participants rated as meeting their needs.