

Yu Cheng Huang

[Github](#) · [LinkedIn](#)

San Francisco, CA

yucheng.contact@gmail.com

513-400-6483

UX / Full-Stack Engineer with **5+** years designing and developing enterprise management software and AI-agent apps. Bridge across design, data, and engineering with cross-functional leadership. Strengths: **JavaScript/TypeScript, React, and UX design.**

WORK EXPERIENCE

Full-Stack Engineer at Search-AI

Remote, US · July 2025 - Present

- Developed the AI-agent chat UI feature from 0 to 1 with **React** and **TypeScript**, launching the beta web app. Designed user experience in **Figma**, shipping accessible and responsive UIs.
- Collaborated with MLEs and data scientists to define analytics events and expand **MongoDB** database schema for AI-token usage and behavior modeling.
- Deployed on Netlify with hardened CSP and **OAuth** client integration, reducing security findings and safeguarded user sessions.

Front-End Engineer at Kai Ming Inc.

San Francisco, US · Mar 2024 - Present

- Initiated and developed the UI design system, deploying across **46** modules, using **HTML/CSS, JavaScript**, and **Bootstrap**, increasing development speed by **30%** while reducing user errors **22%**.
- Spearheaded an automated reporting dashboard across **7** departments, converting **25+** recurring reports from 6 hours to 20 minutes using **Visual Basic** and **SQL**.
- Collaborated with back-end engineers to design **5+ RESTful APIs** for child data integration, enabling 2-ways communication with external systems to **700+** parent users.
- Rebuilt the multilingual company website, using **ASP.NET, Visual Basic, MySQL**, and **Figma**, increasing enrollment submissions **24%** and strengthening brand awareness.
- Optimized SEO by setting up Google Analytics, Google Tag, GTM, OG tag, expanding target-audience reach by **250%** in partnership with marketing specialists.

UX Designer at Kai Ming Inc.

San Francisco, US · Mar 2023 - Feb 2024

- Increased monitoring efficiency by **55%** and task completion by **34%** with the web-based education management software used across **9** childcare centers for enterprise users, by designing the operation dashboard feature with RBAC system.
- Formulated complex government regulations into clear user workflows and computational logics in collaboration with PM and engineers, speeding up development efficiency by **28%**.
- Shipped **10+** major features—Enrollment, Learning Measurement (DRDP), Health Tracking, etc.—by conducting user research, wireframing, prototyping, and usability-driven iteration.

UX Designer at ContentFi

Remote, US · Sep 2022 - Mar 2023

- Designed a B2C web-based digital content management system from 0 to 1 within 3 weeks, including flows of fundraising configuration and platform audition, resulting in **95%** stakeholder satisfaction.
- Led the design team to optimize the consumer checkout flow with a web-responsive design.
- Explored the pricing strategy and prioritized the roadmap with the CEO and marketing team.

UX Designer at SCI-Arc

Los Angeles, US · Jan 2022 - Sep 2022

- Reduced booking time spent by **60%** by redesigning the end-to-end customer booking experience for web and mobile apps as well as adding a new standby list feature.
- Maintained and optimized the design system used across the web and mobile apps.

UX Designer as Freelancing

Taiwan · Oct 2018 - Sep 2019

- Increased user engagement time by **36%** by designing an interactive showcase feature for customers to share, comment, and learn painting skills, while ensuring WCAG-compliant accessibility and RWD.
 - Improved conversion rates by **12%** by optimizing the shopping checkout flow for the website.
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PROJECTS

MR Desktop (AR Prototype) - Thesis Project 2022

- Prototyped mixed-reality UIs in Unity using **C#** for **Oculus Quest 2** with **ZED Mini** and **Leap Motion** via **OpenXR**, anchoring interactive virtual objects to physical objects and overlaying live data from open-source APIs, like weather data.

Augmented Visualization for Construction Logistic (AR Mobile App) 2021

- Built an on-device AR mobile app, using Unity, **C++**, **Vuforia Model Targets**, **LiDAR device**, to recognize physical objects and to sequence 3D construction logistic animations in real time.
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SKILLS

Programming Languages: JavaScript, TypeScript, Python, Visual Basic, C++, C#, SQL

Front End: React, Next.js, HTML5, CSS3, Tailwind CSS, Bootstrap

Testing & Quality: Jest, React Testing Library, pytest

API & Back End: RESTful APIs, Axios, NodeJS, ASP.NET Core, FastAPI

Database: MySQL, MongoDB, SQL Server, Azure Data Studio

Cloud: AWS, GCP, Netlify

Dev Tools: Git, Jira, Windows, Linux, Postman, Excel, ChatGPT, Cursor

Development Methods: System Design, Object-Oriented Programming, Data Design, Algorithms, Web Applications, OAuth

Design Tools: Figma, Adobe Creative Suite, Cinema 4D, Unity

Design Methods: Information Architecture, User Research, Wireframing, Usability Testing, Prototyping, User-Centered Design, Design System, Responsive Web, A/B Testing, Illustration and UI Graphics

EDUCATION

Credential of Readiness (pre-MBA) at Harvard Business School Online 2025

Master of Architecture at Southern California Institute of Architecture(3.9/4.0) *Los Angeles, US* · 2020 - 2022

CERTIFICATES & COURSES

Data Structure and Algorithm at University of California San Diego 2025

Meta Front-End Developer Professional Certificate 2025

Business Intelligence & Data Analyst (BIDA®) 2024

Google UX Design Specialization Certificate 2022