

BHARAT VYAS K

Interaction Designer & Creative Technologist

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[LinkedIn](#) · Portfolio: [portfolio-tau-vert-34.vercel.app](#)

PROFILE

I design and build interactive systems, drawing on three and a half years configuring large scale, regulated healthcare software at Oracle Cerner and a Computer Science degree, before moving into design and digital media to study how people actually navigate and are shaped by the complex systems they use. My work spans UX research, coded prototypes, 3D environments, and critical media analysis, and I approach each project as a research and thinking practice grounded in user insight and iterative testing rather than assumption.

EXPERIENCE

Configuration Analyst

Oracle Cerner, Bengaluru, India · Full-Time

Jun 2022 – Sep 2025

Began as System Intern, Jan – Jun 2022, on the same team, supporting healthcare technology infrastructure implementation and process improvement before converting to full time.

- Translated complex clinical and regulatory requirements into working system configurations for over 1,000 hospital clients across scheduling, registration, and patient accounting, each with its own workflow constraints.
- Led CURES Regulatory implementation across 20 or more US hospital clients, managing full build and testing phases to government standards under fixed compliance deadlines.
- Coordinated with internal project teams and external client stakeholders on timelines, status updates, and configuration verification across concurrent implementations.
- Recipient of the Consulting Excellence and Consulting Navigators awards for continuous improvement and innovation.

Front of House / Food Runner, Tamil Teru Restaurant, Edinburgh · Part-Time

Mar 2026 – Jul 2026

SELECTED PROJECTS

Four projects below, with three further research and creative explorations following.

Above the Noise *Autoethnography · Practice-Based Design Research · Scrollytelling* A 12-scene autoethnographic scrollytelling artefact combining personal narrative with practice-based design research, self built and evaluated against Zimmerman, Forlizzi and Evenson's research contribution lenses, with process as the primary claim. Tested through a structured outside viewer feedback study, examining whether a private account communicated as intended beyond my own context.

CardioPal *UX Design · User Research · Figma · Health App* A 25-screen mobile prototype for a handheld EKG device, designed through a full UX research and usability-testing process. Testing surfaced friction in onboarding and multi-step report flows; iteration added a complete onboarding sequence and restructured navigation, raising task completion to 71% across two moderated sessions.

BETTR. *Speculative Design · JavaScript · Interaction Design* A self built speculative web interface, live on Netlify, critiquing algorithmic optimisation through branching logic, timer based hesitation tracking, and a profiling system carrying user input across four escalating stages. Early feedback showed the concept read as observational rather than personal; revising the interaction to implicate the user directly made the critique land.

FrankenTeen *Game Design · Unity · Blender · Team of 3* A co-designed top-down Unity RPG. Owned Act 3 in full, including level layout, narrative arc, and interaction systems. Structured user testing categorised findings by urgency and directly informed fixes to interaction clarity, NPC visibility, and key binding communication.

Additional research and creative work

Echoes of Home: Solo-built low-poly 3D memory exploration game using environmental design and lighting to carry emotional tone without dialogue. *Environmental Storytelling · Unity · Blender*

Breaking the Smartphone Mold: Primary research case study on smartphone design convergence, grounded in an original interview with a CMF by Nothing marketing professional. *Design Research · Cultural Analysis · Industry Interview*

Playing Freedom: Critical video documentary analysis of how Assassin's Creed: Freedom Cry translates the history of Caribbean slavery into commercial game design. *Critical Analysis · Game Studies · Cultural Theory*

EDUCATION

MSc Design and Digital Media

University of Edinburgh, Edinburgh College of Art

Sep 2025 – Aug 2026

BTech Computer Science Engineering

Jain University, Bengaluru, India

Jul 2018 – Jun 2022

SKILLS

Design & Research Design Research · Interaction Design · User Research · Usability Testing · Prototyping · Speculative Design · Critical Analysis · Environmental Storytelling

Creative Technology & Code JavaScript · HTML/CSS · Unity (C#) · Blender · Git

Tools & Environments Figma · Netlify · Vercel

Languages: English (Fluent) · Hindi (Fluent) · Malayalam (Native)