BHARAT VYAS K

INTERACTION DESIGNER & DESIGN TECHNOLOGIST

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Status: UK Graduate Route (PSW) Eligible Upon Award (Aug 2026) — 2-Year Full Work Rights (No Sponsorship Required)

PROFESSIONAL SUMMARY

Interaction Designer and Creative Technologist operating at the intersection of human-computer interaction, software engineering, and experimental digital media. Combines a Computer Science engineering degree and 3+ years of enterprise software implementation experience at Oracle Cerner with an MSc in Design and Digital Media from the University of Edinburgh. Specializes in designing and building functional interactive prototypes, speculative web systems, and real-time interactive media using JavaScript, React, Unity (C#), and Blender. Integrates an AI-accelerated engineering workflow (Cursor, Claude Code, Codex) to build production-grade prototypes with high velocity, bridging technical constraints with nuanced interactive craft.

TECHNICAL & CREATIVE COMPETENCIES

- **Creative Tech & Front-End:** JavaScript (ES6+), React, Tailwind CSS, HTML5/CSS3, C# (Unity Engine), Blender (3D Modeling & Lighting), Git, Vercel, Netlify
- **Interaction & Spatial Design:** Interaction Design, Creative Technology, Speculative Design, Human-Computer Interaction (HCI), Usability Testing, Environmental Storytelling, Game Systems Architecture, State Logic
- **AI-Assisted Software Development:** Cursor, Claude Code, Codex, Framer, AI-Augmented Prototyping, Prompt-to-Architecture Workflows, Component Refactoring, Rapid Front-End Scripting
- **Design Environments:** Figma, FigJam, Unity Engine, Modern Web Debugging Tools

PROFESSIONAL EXPERIENCE

ORACLE CERNER — Bengaluru, India

Configuration Analyst (Promoted from Systems Intern, Jan 2022 – Jun 2022) — Jun 2022 – Sep 2025

- Mapped and configured complex clinical and administrative workflows across scheduling, registration, and patient accounting systems deployed across Cerner's network of 1,000+ partner hospital installations.
- Led technical configuration, verification, and deployment cycles for US Federal 21st Century Cures Act compliance across 20+ client hospital networks under strict regulatory deadlines.
- Partnered with software engineers, database administrators, and operational teams to resolve complex data integration conflicts, system dependencies, and deployment bottlenecks.
- Standardized deployment workflows and documentation across regional implementation pods, earning the Consulting Excellence and Consulting Navigators awards for technical reliability.

EDUCATION

UNIVERSITY OF EDINBURGH (EDINBURGH COLLEGE OF ART) — Edinburgh, UK

MSc in Design and Digital Media (Interactive Systems, Creative Code, Game Design, HCI) — Sep 2025 – Aug 2026

JAIN UNIVERSITY — Bengaluru, India

BTech in Computer Science and Engineering (OOP, Data Structures, Software Engineering, Web Technologies) — Jul 2018 – Jun 2022

FEATURED INTERACTION & TECHNOLOGY PROJECTS

BETTR. — Speculative Web Interface & Behavioral Hesitation Tracker — JavaScript, State Logic, Netlify

Independent Speculative Web Artifact | Live Interactive Application

- Designed and coded a speculative web platform investigating how algorithmic systems manipulate user autonomy and compliance patterns.
- Built custom interaction architecture including real-time timer-based hesitation tracking, dynamic decision trees, and a multi-stage user profiling system carrying state across 4 escalating evaluation tiers.
- Leveraged Claude Code and Cursor to implement dynamic state machines and resolve timing-synchronization bugs across the 4-tier hesitation-tracking engine directly in browser environments.
- Ran qualitative usability testing to evaluate user response friction, adjusting UI micro-interactions, pacing, and visual tension to provoke active behavioral reflection rather than passive reading.

FEATURED PROJECTS (CONTINUED)

CARDIOPAL — Connected Health Interaction Prototype Figma, Hardware-Software HCI

MSc Interaction Design Case Study | Handheld Diagnostic Hardware

- Prototyped a comprehensive 25-screen mobile application communicating with a handheld EKG device, focusing on hardware-to-software feedback loops and state synchronization.
- Mapped user mental models against hardware technical constraints, identifying severe friction in bluetooth pairing and multi-step diagnostic report export.
- Restructured navigation architecture and redesigned the hardware onboarding sequence across 2 testing rounds (7 participants), validating unassisted task completion for 5 of 7 users on the revised diagnostic flow.
- Built high-fidelity component libraries and interaction guidelines detailing error handling, device timeout recovery, and real-time sensor feedback.

FRANKENTEEN — Top-Down Narrative Game & Interactive Systems Unity (C#), Blender, Playtesting

Collaborative Game Project (Act 3 Lead) | Playable Unity RPG

- Co-designed an interactive top-down narrative game; took sole architectural ownership of Act 3, designing level layout, gameplay pacing, NPC dialogue trees, and core interaction loops.
- Structured and ran external playtesting sessions, categorizing observational findings into severity matrices to resolve interaction friction in key-bindings, camera occlusion, and entity discoverability.
- Implemented modular C# scripts in Unity for interaction triggers, dynamic camera positioning, and dialogue states, ensuring tight integration between narrative pacing and player input.

ABOVE THE NOISE — Autoethnographic Scrollytelling System Front-End Web, HCI Research

MSc Practice-Based Design Research | Interactive Scrollytelling System

- Designed and coded a 12-scene interactive scrollytelling web experience combining dynamic typography, scroll-linked animations, and practice-based design research.
- Conducted an external participant evaluation study applying Zimmerman, Forlizzi, and Evenson's research contribution lenses to assess interactive readability and narrative comprehension.
- Optimized DOM rendering performance, scroll event debouncing, and responsive asset scaling across mobile and desktop viewports.

ECHOES OF HOME — 3D Environmental Storytelling & Atmosphere Study Unity, Blender, 3D Design

Solo 3D Spatial Study | Playable Unity Environment

- Solo-built an interactive low-poly 3D memory exploration environment using spatial composition, environmental lighting, and color grading to convey emotional tone without dialogue.
- Modeled, textured, and optimized 3D assets in Blender; authored real-time scene lighting and post-processing volumes in Unity to establish narrative mood.

CREATIVE TECHNOLOGY WORKING PROCESS & PROTOTYPING PIPELINE

- **Architecture & Creative Code:** Front-end development (JavaScript ES6+, React, Tailwind CSS), game architecture (Unity C#), 3D asset optimization (Blender), and browser state management.
- **AI-Accelerated Engineering:** Claude Code, Cursor, and Codex workflows for prompt-to-architecture prototyping, rapid API integration, and continuous code refactoring.
- **Empirical Interaction Testing:** Moderated playtesting, behavioral telemetry, hesitation/latency tracking, and qualitative issue-severity matrices.