

YANIKA TELUS

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UX designer and developer specializing in end-to-end product design for complex, regulated environments. Currently designing a 0 to 1 healthcare platform under HIPAA. Patent co-inventor. Ships production React, TypeScript, and Swift.

EXPERIENCE

CLAREST HEALTH

UX Design & Research, Clarix Platform

Boston, MA

Sept 2024 – Present

Title of record: Pharmacy Technician (state licensure required for pharmacy floor access)

- Led discovery research across a five-location pharmacy network, conducting on-site observation and structured interviews with 50 pharmacists, technicians, and clinical staff under HIPAA constraints.
- Redesigned batch management, the pharmacy's highest-risk workflow, replacing an error-prone entry gate with automated routing and a reversible confirmation flow.
- Built a working React prototype with engineering, advancing the team from static mockups to a testable product.
- Audited prescription workflows against NCPDP and HL7 FHIR standards, surfacing compliance gaps prior to build.
- Consolidated a scroll-heavy legacy interface into a single-view screen for dual-monitor pharmacy use, preserving existing staff vocabulary and keyboard shortcuts.
- Secured buy-in from senior pharmacists resistant to change by grounding every design decision in observed workflow.

BALANCE

Product Designer & iOS Developer, Independent Product

Remote

Aug 2023 – Sept 2024

- Designed, built, and shipped Balance, a fitness and journaling iOS application, using SwiftUI, Firebase, SwiftData, and HealthKit.
- Monitored App Store reviews and direct user channels, deploying usability fixes and an in-app help system to reduce inbound support requests.

SLIDE UX

UX Design Coordinator

Remote

June 2022 – Mar 2023

- Directed research studies for clients including 14+ Fortune 500 companies, recruiting participants, moderating interviews, and synthesizing findings into design strategy.
- Translated research insights into actionable design recommendations, increasing user engagement and satisfaction.
- Developed research operations documentation, improving triage efficiency across research and support teams.

ROCHESTER INSTITUTE OF TECHNOLOGY, ISTE DEPARTMENT

UX/UI Developer Intern

Rochester, NY

Jan 2021 – Dec 2021

- Conducted usability testing sessions and resolved critical issues, increasing processing speed 44%.
- Developed reusable, responsive React and Material-UI components handling synchronous and asynchronous events for an internal dashboard, including dynamic gauge data visualizations.

SUSARC TECH

UX Engineer Intern

Rochester, NY

May 2020 – Dec 2020

- Designed and built scalable UI components using TypeScript, Angular, and Python for a patented collaboration platform.
- Supported beta deployment through user onboarding, live QA response, and user-facing documentation.

SKILLS

Design: End-to-end product design, interaction design, information architecture, design systems, wireframing, prototyping, high-fidelity UI, accessibility (WCAG), responsive design, developer handoff

Research: User research, usability testing, contextual inquiry, stakeholder interviews, affinity mapping, synthesis, A/B testing, qualitative and quantitative methods, research operations

Technical: React, TypeScript, JavaScript, HTML/CSS, Swift, SwiftUI, Objective-C, Firebase, SQL, RESTful APIs, R, Git/GitHub, Docker

Tools & Domains: Figma, Sketch, Illustrator, Agile/Scrum, healthcare and HIPAA-regulated environments, enterprise and internal tools

EDUCATION & RECOGNITION

ROCHESTER INSTITUTE OF TECHNOLOGY

Rochester, NY

B.S. in Human-Centered Computing, GPA 3.49, Cum Laude. Commencement Delegate.

Patent (pending): Mott, Shawn et al. Online Real-Time Interactive Collaborative Document System. U.S. Patent Application 63/027,012, filed May 19, 2021.