

# YANIKA TELUS

## CONTACT

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[yanikatelus.github.io](https://yanikatelus.github.io)

## Skills

### Design

Persona  
Story Boarding  
Prototyping  
Wireframing  
UX/UI Design

### Research

Interview  
Contextual Inquiry  
Usability Testing  
User testing / A/B Testing  
Statistical Analysis  
Qualitative & Quantitative  
Research Methodologies  
R (Programming Language)

### Technical

Objective-C / Swift  
HTML / CSS  
JavaScript/ Typescript  
Firebase/ SQL  
RESTful APIs

### Tools

Figma  
Sketch  
Illustrator  
Git / GitHub  
Docker

## Accomplishments

### Markadoc Patent

Mott, Shawn et al. 2021. Online Real-time Interactive Collaborative Document System U.S. Patent 63/027,012, filled May 19, 2021. Patent pending.

## Experience

### Teaching Assistant - Black Girls Code, MIT Campus

Boston, MA | June 2023 – Sept 2023

- Assisted in delivering intensive programs focused on Gaming, Artificial Intelligence (AI), Climate Tech, workplace skills, and mental health practices.
- Facilitated coding workshops, guiding participants in developing foundational skills in AI, particularly in computer vision.
- Supported students in creating AI-powered projects, enhancing their understanding of image recognition technologies.

### IOS Engineer, Personal Project

August 2023 – Present

- Conceptualized, designed, and developed a cutting-edge fitness and journaling iOS application, Balance, using SwiftUI, Firebase, Swiftdata, Healthkit, and relevant API's that followed the MVVM and MVC design pattern.
- Leveraged SwiftData for efficient local data management, while utilizing Firebase for cloud connectivity, resulting in a robust, dual-source data solution.

### UX Design Coordinator, Slide UX

Remote | June 2022 – March 2023

- Led stages of the UX design process, including user research, wireframing, prototyping, and usability testing (Figma)
- Worked closely with designers, developers, and product managers, and stakeholders to integrate research insights into product development cycles
- Oversaw research studies to inform the design & development of products including recruiting participants, conducting interviews, and synthesizing research resulting an increase in user engagement.
- Translated intricate research insights into actionable design strategies, driving enhanced user engagement and satisfaction with over 14 Businesses.

### UX/UI Developer Intern, ISTE

Rochester, NY | Jan 2021 – Dec 2021

- Orchestrated usability testing sessions, swiftly resolving critical issues and optimizing product performance (Increasing processing speeds up by 44%)
- Developed re-usable, and resizable components which handle synchronous action and asynchronous event using React, and Material-UI for their internal dashboard.
- Built dynamic gauge data visualization to allow users to track times & position.

### UX Engineer Intern, SusArc Tech

Rochester, NY | May 2020 – Dec 2020

- Designed, built, and patented new designs using typescript, Angular & Python.
- Solved all layout and user-flow challenges for all screens on both web and Mobile platforms
- Collaborated with cross-functional stakeholders in the Marketing and Engineering organizations
- Optimized the user interface for increased responsiveness, achieving an improved user experience
- **Markadoc Patent:** Mott, Shawn et al. 2021. Online Real-time Interactive Collaborative Document System U.S. **Patent 63/027,012**, filled May 19, 2021. Patent pending.

## Education

### Rochester Institute of Technology

Human Center Computing | 3.49 Cum Laude | Commencement Delegate