

# Myles O'Neill

Designer | Researcher | Entrepreneur

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## SPECIALTIES

Digital Design  
UX Design  
Interaction Design

Business Analysis  
Entrepreneurship  
Crowdfunding  
User Engagement

Research  
Genetics  
Data Analysis  
Bioinformatics  
Science Communication

Game Design  
Gamification

## TECHNICAL SKILLS

Photoshop  
Illustrator  
Fireworks  
Sketch  
Balsamiq Mockups

HTML  
CSS  
Javascript  
Wordpress

Java (*Competent*)  
PHP (*Beginner*)  
Python (*Beginner*)  
Haskell (*Beginner*)  
Ruby on Rails (*Beginner*)

## SUMMARY

I am a professional designer with a background in computer science and genetics. My passion is solving complex problems using elegant designs. I have 2 years of experience working on digital product design for a diverse range of applications.

## EXPERIENCE

### UX Designer | [Cambia](#), Lens Project | Oct 2014 - Present

*UX Design, User Engagement, Testing*

- Developed user stories, wrote tutorials, and contributed to design discussions to improve the accessibility of advanced features on the site.

### Game Designer & Founder | [Thylacine Games](#) | Jun 2012 - Present

*Board Game Design, Business Planning, Marketing*

- Awarded a \$10,000 Business Development Grant from the Innovation ACT Business Planning Competition.
- Raised \$23,388 on Kickstarter from 501 backers for our game 'Dragon Racer', which is currently on track to reach retail stores in August 2015.

### Business Consultant | [IBM Australia](#) | Feb 2014 - Oct 2014

*Business Analysis, UX Design, Testing*

- Worked in a team to design, develop, and deliver 2 major updates to custom web-based enterprise software for the Australian Government.
- Conducted core business analysis and user research for a multi-million dollar system automation project.
- My team was awarded the highest client satisfaction score in the Asia-Pacific Region for Q2 2014.

### UX Designer | [NICTA](#), Lens Project | Mar 2013 - Dec 2013

*UX Design, Data Analysis, Testing*

- Contributed to site design and development over 6 release cycles, synthesizing requirements and voicing user feedback in team meetings.
- Improved user retention by developing a new support center for the site.
- Conducted data analysis for novel research that was published as a scientific paper in Nature Biotechnology ([nbt.2755](#)).

### Research Assistant | [Australian National University](#) | Dec 2012 - Feb 2013

*Molecular Biology, Data Analysis, Scientific Writing*

- Designed and conducted novel molecular biology research and wrote bioinformatic scripts in Python to analyze epigenetic sequencing data.

## EDUCATION

### Australian National University

Bachelor of Science (Advanced) (Honours) | 2009 - 2012

- First Class Honours in Molecular Biology
- Majors in Genetics and Computer Science
- ANU Science Scholarship

### Other University Activities

- Founded [Humans vs Zombies at ANU](#) (2009-2011), a club that ran week-long dart tag events on campus, with attendances of over 400 players per game.
- Executive member of the [Cross-Disciplinary Student Academy](#) (2010-2012) where I managed the budget, organised a peer-learning lecture series, and co-designed the first [IARU Global Cross-Disciplinary Tournament](#), an event that brought together students from around the world to tackle complex problems.
- Designed and wrote content for a number of wordpress-based community websites including [The Synthetic Bestiary](#) and [Ace Trainer Australia](#).