

Myles O'Neill

Designer | Researcher | Entrepreneur

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Portfolio: aboutmyles.com

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](#).