Oliver Jack Myers

UX Researcher and Designer

Portfolio: www.OliverJackMyers.com

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I'm a Curious and Passionate mixed-methods UX Researcher and Designer pursuing a Master's in Applied Cognition with a focus on human-computer interaction at the University of Texas at Dallas. I have a background in UX Research and Design at various organizations, such as TillerXR and Out in Tech, and through freelance and volunteer work.

SKILLS & TOOLS

Techniques: User Interviewing, Usability Analysis, Heuristics Evaluation, Survey Design, Usability Testing, Perceptual Mapping, Card Sorting, User Journey Mapping, Use Case Diagrams, Competitive analysis, SWOTT Analysis, Feature Prioritization grid, Design Studio workshops, Wireframing, Prototyping

Tools and Frameworks: Google Forms, Qualtrics XM, SPSS, R Studio, Usertesting.com, Miro, Illustrator, Photoshop, Webflow, Figma, XD, Tableau

Coding: HTML & CSS, JavaScript, React, R, Python, Java, C++

PROFESSIONAL EXPERIENCE

UX Researcher   March – September 2024

Out in Tech – Remote
- Developed research plans, recruited participants, and conducted user interviews to gather feedback.
- Analyzed and synthesized data to create user journey maps and identify key insights.
- Co-presented findings and recommendations to the Out in Tech community for UX improvements.

UX Researcher and Designer   May 2023 – June 2024

TillerXR – Remote
- Conducted over 10 user interviews and surveyed 40+ users, identifying pain points to optimize 360-tour editing software. Developed and presented user personas and journey maps to stakeholders.
- Orchestrated a Design Studio session with developers and key stakeholders to create a backlog, aligning project priorities with user needs and feature prioritization.
- Led the prototyping and full development of TillerXR's website, incorporating user feedback to ensure a seamless and engaging user experience.

UX Researcher and Designer Volunteer   January 2024 – Present

Black Tie Dinner – Dallas, TX
- Conducted stakeholder interviews and content inventories and analyzed company data to identify user pain points and gaps between the current website and organizational goals.
- Provided a new sitemap, identified solutions, and recommended design changes to improve the website's information architecture and user experience, supporting future scalability.
- Developed a research plan and task flow analyses to optimize the experience for target user groups.

Selected Projects August 2021 – Present

Valley House Gallery – Website Redesign Project
- Conducted a Heuristic analysis and competitive analysis, gathered user feedback, and developed personas and user journey maps.
- Engaged in card sorting and usability testing to produce wireframes and high-fidelity prototypes iterated upon with user feedback.

CIVIL – A Research and Ideation Project
- Conducted competitive analysis and positioning maps.
- Performed MoScOw analysis to prioritize design features and generated iterative sketches.

Telehealth Prototype - A Research and Ideation Project
- Led a 4-member team to deliver a well-researched proof-of-concept MVP telehealth kit prototype for improved at-home pediatric healthcare while receiving continuous feedback during the project from key stakeholders
- Conducted over 20 user interviews, creating a user journey map and identifying a significant market gap, pain points, and opportunities for design solutions to solve user problems.

TEDxPlano Community College Stigma Project
- Led the proposal, research, and execution of a project to address the stigma around community college education, presenting to and gaining approval from college leadership.
- Curated and co-hosted a TEDx event to discuss and dismantle community college stereotypes, managing a team of 12 student facilitators and engaging with the academic community.

EDUCATION

The University of Texas at Dallas, Richardson, TX Graduating in Spring 2026*
Master of Science — *Applied Cognition and Neuroscience – Human-Computer Interaction*

University of Texas, Austin, TX Spring 2022
Bachelor of Science and Arts — *Neuroscience, Pre-Health*

Collin College, Plano, TX
User Experience Design Level I & II *(42 credit hour Certificates)* Spring 2024

CERTIFICATES

Professional Scrum Master I (PSM I) - Scrum.org August 2023
Enterprise Design Thinking Practitioner - IBM September 2023

PROFESSIONAL MEMBERSHIPS & ORGANIZATIONS

QRCA • UXPA – Dallas • UX UTD • Out In Tech • Friends of Figma – Dallas • Black Tie Dinner • Phi Theta Kappa