



COLIN O'NEILL

User Experience, User Interface, and Product Designer

SUMMARY

High-energy and reliable designer with a Bachelor of Arts degree from Simon Fraser University's School of Interactive Arts and Technology (SIAT). My work areas focus on user experience, user interface, and product design.

EXPERTISE

- User Experience Design
- User Interface Design
- Product Design
- User Research/Documentation
- Usability Testing
- Wireframing/Prototyping
- Design Systems
- 3D Modelling
- Information Architecture
- HTML/CSS/Javascript
- Typescript

TOOLS

- Figma/Figjam
- Miro
- Adobe Creative Suite
- Adobe XD
- ProtoPie
- Flowbite
- Microsoft Office
- PowerBI
- Visual Studio Code
- GitHub

EXPERIENCE

Fraser Health Authority – CAADSI
UX/UI Designer

Surrey, BC, Canada
Jan 2024 – Present

- Conducted user experience research and preparing documentation based on insights.
- Visualizing data using wireframes, low fidelity and high fidelity designs for validation and technical feasibility.
- Exploring solutions and generating ideas that integrate artificially intelligent algorithms to solve a problem.

Precision Nano Systems (Cytiva) – Marketing
Graphic Design Intern

Vancouver, BC, Canada
May 2021 – Dec 2021

- Developed marketing designs for PNI's social media accounts promoting conferences, products, and more.
- Created user guides, and package designs for genomic medicine development products.
- Worked with specialists from technical departments to understand products better and ensure accuracy of product material.

PROJECTS

Patient Safety Learning System Platform
Fraser Health Authority – CAADSI

Jan 2025 – Dec 2025
UX/UI Designer

- Problem: The Quality team has always received an excess of patient safety reports, many of which are low harm and deemed not a priority to address.
- Solution: We created a tool that would theme and organize all patient safety reports, and would use artificial intelligence to predict which reports have a likelihood of evolving into a critical harm event, transforming their workflow from reactive to proactive.

Beam Buddy Concept Product Project
Simon Fraser University – SIAT

Oct 2023 – Nov 2023
UX/UI/Product Designer

- Problem: Traditional flashlights are often not built for children, being too expensive, complex, or fragile.
- Solution: We created the concept for Beam Buddy as a children's friendly flashlight designed with highly durable materials, easy-to-use functionality, a playful aesthetic encouraging engagement.

EDUCATION

Simon Fraser University – Bachelor of Arts
School of Interactive Arts and Technology

Burnaby, BC, Canada
Sept 2018 – June 2024



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