

Conor Miles

UX Research | Clinical Study Design | Accessibility

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UX and cognitive science researcher with experience in mixed-methods research, usability evaluation, participatory design, and clinical research operations. Skilled at translating clinical literature, behavioral data, and stakeholder needs into succinct, evidence-based design recommendations.

Skills

- **Human Factors and UX Research:** MRI research, eye-tracking research, mixed-methods research, usability testing, participatory design, accessibility-focused design, interview and study design, Institutional Review Board (IRB) protocol development and continuing review.
- **Research Operations:** Study recruitment, training materials, literature synthesis, study documentation, participant communication, multi-site collaboration, clinical data management.
- **Data Analysis:** Python, MATLAB, R, REDCap, Tableau, Excel, data visualization, quantitative analysis.
- **Design and Prototyping:** Figma, Procreate, video prototyping, physical prototyping, storyboarding.

Work Experience

Research Coordinator – Center for Human Neuroscience, University of Washington

2026 – 2026

- Supported MRI operators and neuroscience researchers in building an open-source structural dataset of 44 scans, enabling reuse for future AI-based neuroimaging analysis.
- Prepared IRB materials for a novel spinocerebellar ataxia study combining animal and human cognitive task design, supporting planned approval in late 2026.
- Refined participant-facing protocols to improve clarity and validity during study administration.

Research Coordinator – Research in Autism and the Brain Lab, University of Washington

2022 – 2025

- Redesigned recruitment, operations, and training materials across three concurrent studies to improve consistency across workflows and participant communications.
- Managed IRB modifications for four psychiatric studies with zero compliance delays.
- Conducted original research on autism candidate gene populations, with a focus on DYRK1A, CHD8, and ADNP, resulting in three co-authored publications.

Design Projects

Museum Exhibit Digitization

MS capstone, 2026

- Partnered with Edmonds Historical Museum to digitize exhibits under low-cost, low-personnel constraints, creating a solution with no new grant or expenditure requirements.
- Created a short-form content framework with start-to-finish, SaaS-specific instructions to improve accessibility, consistency, and long-term maintainability.

End-of-Life Service Design

MS project, 2026

- Designed a speculative end-of-life support service focused on reducing logistical burden after bereavement, complete with architectural renderings and UX style guides.
- Combined service touchpoints and systems thinking to inform an AI-supported experience.

WSDOT App Usability Study

MS project, 2025

- Partnered with WSDOT to identify navigation and visual clarity barriers in the ferries section of their transit app.
- Recommended 11 high-impact usability improvements for accessible wayfinding and task completion.

Education

Master of Science, Human Centered Design and Engineering – University of Washington

2023 – 2026

Bachelor of Science, Psychology (Informatics Minor) – University of Washington

2017 – 2021