

JACKSON PINGEL

Product Designer · UX/UI Designer · Front-End Developer
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PROFILE

Product and UX/UI designer with a front-end development foundation, experienced in end-to-end digital product design — from research and wireframes to high-fidelity prototypes and production code. Equally comfortable with visual/brand systems, interactive media, and cross-functional collaboration. Seeking roles in product design, UX, or creative technology where design and development overlap.

EXPERIENCE

Freelance Designer & Creative Contractor · *Self-Employed* Jan 2026 – Present

- Operating an independent 3D print design business — handling client briefs, CAD/Blender modeling, print production, and delivery.
- Managing multiple independent client engagements across design, production, and event services.

Community Liaison & Web Designer · *Helperly (dissolved)* Jul – Dec 2025

- Designed and built the company's Webflow site end-to-end: information architecture, visual design system, and custom HTML/CSS implementation.
- Produced branded print collateral — business cards, ID badges, lanyards — maintaining consistency across physical and digital touchpoints.
- Active stakeholder in company rebranding initiative, contributing to visual identity, feature planning, and go-to-market strategy.

Therapeutic Recreation Technician · *Utah State Hospital* Sep 2023 – Oct 2024

- Designed and facilitated 10+ evidence-based therapeutic group programs applying human-centered design principles to patient engagement.
- Led UX design and rollout of a hospital-wide therapeutic VR program — coordinating hardware setup, staff onboarding, and iterating on the patient experience based on clinical feedback.
- Participated in daily interdisciplinary treatment team meetings, translating clinical feedback into individualized care adjustments.

EDUCATION

B.S. Human Experience Design & Interaction (UX/UI)

May 2025

Utah State University · Logan, UT · Major GPA 3.5 · Minor: Multimedia Development

Relevant coursework: Multimedia Development, Interaction Design, User Research Methods, Front-End Development, Graphic Design

SKILLS

Product / UX

Figma, Wireframing, Prototyping, User Research, Information Architecture, Visual Systems

Visual / Brand Development

Adobe Photoshop, Adobe Illustrator, Graphic Design, Brand Identity, Print Collateral
HTML5, CSS3, Webflow, Visual Studio Code, Front-End Design

3D / Media

Blender (3D Modeling), 3D Print Design, Adobe Premiere Pro, Multimedia Production