

JACKSON PINGEL

UX/UI Designer · Visual Designer · Digital Content Specialist
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PROFILE

Creative UX/UI designer and visual designer with a B.S. in Human Experience Design & Interaction (UX/UI Design) and hands-on experience building production-ready digital work — from clinical VR deployments and full Webflow builds to brand identity systems and Adobe Photoshop graphic design. Fluent across Figma, HTML/CSS, JavaScript, and the Adobe Creative Suite. Integrates Claude AI and ChatGPT as core workflow accelerators for content production and digital asset management. Seeking UX/UI design, visual design, and digital content roles; open to remote and hybrid positions, willing to commute to the SLC/Provo corridor.

SKILLS

Design & UX: Figma, Adobe Photoshop, Adobe Illustrator, Adobe Premiere Pro, Wireframing, Prototyping, User Research, Information Architecture, Brand Identity, Visual Systems, Typography, Print Collateral

Development: HTML5, CSS3, JavaScript, Webflow, Visual Studio Code, GitHub, Responsive Design, Front-End Development

AI & Productivity: Claude AI, ChatGPT, AI-Assisted Workflows, Digital Asset Management, Google Workspace, Canva

3D & Media: Blender (3D Modeling), 3D Print Design, STL Optimization, Multimedia Production

EXPERIENCE

Freelance Designer & Creative Contractor · Self-Employed

Jan 2026 – Present

- Produce branded visual assets, social media graphics, and marketing collateral for clients using Adobe Photoshop, Illustrator, and Canva — managing full brief-to-delivery pipeline independently.
- Design and build client websites using HTML5, CSS3, JavaScript, and Webflow — responsive layouts, UI components, and custom front-end implementations.
- Operate an independent 3D print design business: Blender modeling, production runs, and end-to-end fulfillment workflows built from scratch.
- Integrate Claude AI and ChatGPT into design and content workflows daily, accelerating asset production, iteration, and client delivery.

Community Liaison & Web Designer · Helperly → The Grandkids (startup closed Dec 2025)

Jul – Dec 2025

- Led complete brand identity redesign from Helperly to The Grandkids — logo system, visual identity, UI components, and brand guidelines built in Figma and Photoshop.
- Designed and built the company website from scratch: information architecture, visual design system, and custom HTML/CSS in Webflow.
- Produced and managed a branded digital asset library: business cards, employee ID badges, lanyards, and social media templates across all touchpoints.
- Contributed go-to-market copywriting, content strategy, and digital marketing assets across web, email, and print channels.

Therapeutic Recreation Technician · Utah State Hospital

Sep 2023 – Oct 2024

- Built and deployed a clinical therapeutic VR program for psychiatric inpatients using HTC Vive and SteamVR — establishing hardware infrastructure, staff onboarding protocols, and iterative patient experience improvements from the ground up.
- Designed and facilitated 10+ evidence-based therapeutic group programs applying human-centered design principles to patient engagement and content delivery.
- Collaborated daily with interdisciplinary clinical teams to assess program outcomes and iterate on design based on direct patient and clinical feedback.

EDUCATION

B.S. Human Experience Design & Interaction (UX/UI Design) · Utah State University · Logan, UT

May 2025

GPA: 3.5 · Minor: Multimedia Development · Coursework: Interaction Design, User Research Methods, Front-End Development, Graphic Design, Game Design, Multimedia Development