

Jillian Jackson

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PROFESSIONAL SUMMARY

Researcher and designer with a background in cultural anthropology and human-computer interaction. Currently pursuing a Master of Design at Washington University in St. Louis, with expertise in ethnographic research methods, participatory design, and community engagement. Skilled at synthesizing qualitative data into actionable insights and communicating findings across diverse audiences. Experienced with UX research, visual identity, front-end prototyping, and AI/development tools including Figma, Claude Code, VS Code, and the Anthropic API. Proven track record consulting across multiple concurrent projects, collaborating directly with developers and clients in fast-paced, AI-driven environments.

PROFESSIONAL EXPERIENCE

Teaching Assistant

September 2025 – Present

Washington University in St. Louis — Designing for Business & Visual Principles for the Screen

- Supported instruction by managing course administration, grading, and logistics for a cross-disciplinary cohort spanning design, engineering, and marketing.
- Led development of lessons on ethnographic research methods, translating anthropological fieldwork practices into applied design contexts.
- Provided technical support for design software such as Figma.

Design Consultant

May 2026 – August 2026

Washington University in St. Louis — Digital Transformation Research Corps (DTRC)

- Consulted on 6 concurrent projects in a fast-paced, AI-driven environment, delivering interactive front-end prototypes from concept through client handoff.
- Collaborated directly with developers and client researchers, using Figma and Claude Code to translate research requirements into functional, user-tested prototypes.
- Leveraged AI-assisted development tools (Claude Code, VS Code) to accelerate prototyping timelines and streamline handoff between design and development.

Co-Executive Designer

September 2024 – Present

Sam Fox Students Black Student Network — Washington University in St. Louis

- Developed brand assets, event graphics, and digital communications using Figma and Canva to drive student engagement and attendance.
- Designed and led workshops on web design fundamentals in collaboration with WashU's National Society of Black Engineers.
- Established and maintained a consistent visual identity system across all BSN communications and marketing materials.

Community Workshop Facilitator

May 2024 – August 2024

Public Design Bureau — St. Louis Strategic Land Use Plan (SLUP)

- Led community workshops to educate residents about SLUP goals and objectives, encouraging active public participation in the land use planning process.
- Synthesized community input into actionable recommendations for city planners; managed workshop logistics and conducted independent research on St. Louis neighborhood land use patterns.

EDUCATION

Master of Design: Human-Computer Interaction and Emerging Technology

August 2025 – May 2027

Washington University in St. Louis

Bachelor of Arts: Anthropology | Minor: Human-Computer Interaction (HCI)

May 2025

Washington University in St. Louis

SKILLS

Design & Prototyping: Figma, FigJam, Adobe Illustrator, Adobe Photoshop, Canva, HTML/CSS prototyping

AI & Development Tools: Claude Code, VS Code, Anthropic API, Google Teachable Machine, JavaScript, P5.js

Research Methods: Ethnographic fieldwork, user interviews, survey design, thematic analysis, participatory design, data visualization

Branding & Identity: Visual identity systems, typography, brand strategy, print layout, digital communications

Productivity & Collaboration: Microsoft Office Suite, Google Workspace, Figma (collaborative), MIRO

Spoken Languages: Intermediate Spanish, Beginner Mandarin