

Daniel Ingman

Content Designer & Visual Designer
Greater Seattle Area

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RELEVANT WORK EXPERIENCE

UX Content Designer / Smartsheet

March 2021- Present / *Smartsheet is a SAAS offering for collaboration and work management, used to assign tasks, track project progress, and more.*

- Managed and completed between 30 to 40 string requests per month, working with designers and PMs across multiple features to draft, refine, and deploy actionable, customer-focused strings.
- Worked with accessibility advocates to lay out standards for ARIA labels and accessibility callouts across the platform.
- Created and collaboratively maintained a living best practices guide for writing, empowering designers to write more thoughtful, consistent, and on-brand strings.

UI/UX Designer / Aghaz Investments

April 2020 - December 2020 / *Aghaz Investments is a fintech startup that allows users to invest and save for their financial goals according to their beliefs.*

- Designed high-fidelity UI mockups for several key application flows on mobile and web using Sketch, following an existing style guide..
- Rewrote existing copy and drafted new copy to be engaging, helpful, and clear.
- Conducted UX audits of existing flows, designing UI- and copy-based solutions to correct any errors.
- Designed a reusable template for all corporate and consumer email communications.

UI/UX Designer / Freelance

January 2020 - March 2021/ *Undertook several freelance projects for various companies and entities*

- Designed a logo and companion website for a client seeking to re-enter the architecture industry.
- Designed an infographic with Adobe Illustrator to increase donor engagement for Trek Relief, a nonprofit organization.
- Delivered a webpage redesign (including wireframes) for mobile and web for Optimal, an educational consulting company.
- Delivered four game label designs for the "My Famicase" art exhibition in Tokyo.

ABOUT

I'm a UX writer and visual designer. I'm well-versed in best practices for accessibility and technical writing and can easily distill complex ideas into layman-friendly strings.

SKILLS

UI mockups
Microinteractions
UI kits / design systems
Storyboarding
Iterative prototyping
Wireframing
Usability testing
3D visualization
UX writing
Technical writing

TOOLS

Figma
Miro
Photoshop/Illustrator
HTML5/CSS3

EDUCATION

Flatiron School

July 2019 - January 2020

Certification, UI/UX Design

Drexel University

September 2013 - June 2017

B.S. Game Design/Production