



Jaqweal Holit

/ ALSO KNOWN AS “JACK”

Contact & Location

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🌐 [LinkedIn](#) & [Portfolio](#)

📍 Rockland, Massachusetts
USA

Languages

English

Native

Educational Background

Zero to Mastery

Zero to Mastery (UI/UX Product Design) | Completed May 2025

- Covered UX principles, system flows, user needs analysis, and low-fidelity wireframing.

W3Schools

W3Schools (Web Design) | Completed Jan 2025

- Supported interface structuring, responsive layout, and component fundamentals.

Rockland High School

Diploma | Aug 2011 - May 2014

Who Am I?

A Product Designer focused on creating clear, structured, and frustration-free interfaces. I approach design by understanding user trouble spots, system behavior, and the logic behind each flow — helping every digital experience feel intuitive, predictable, and easy to navigate. With a foundation in HTML, CSS, and emerging front-end JavaScript logic (events, state, and basic component thinking), I design with both user needs and real interface behavior in mind. My goal is to reduce mental load, support smooth task completion, and build products grounded in strong user understanding.

Career Experience

Target Corporation

Guest Advocate | Aug 2025 – Sep 2025

Delivered strong user-facing support by identifying needs, resolving issues quickly, and maintaining attention to detail—skills directly transferable to clear UX decision-making and understanding real user frustrations.

Walgreens Corporation

Customer Service Associate | Oct 2024 – Jan 2025

Built customer empathy through daily interactions, improved problem-solving speed, and supported engagement through clear communication — core foundations for user-centered design.

Project Work

TENNAJAM

Product design case-study | WIP

Designed an end-to-end hosting experience for non-technical and semi-technical users, focusing on flow clarity, structured decision-making, and reduced cognitive load.

Highlights:

- Defined setup and management flows
- Created wireframes for hosting, server details, and management overview
- Simplified complex technical concepts into approachable steps
- Documented reasoning, trade-offs, and IA decisions
- Identified required interaction logic to support future FE implementation (visibility toggles, multi-step flows, conditional UI responses).

QUILLTY

Personal project | WIP

Explored layout structure, hierarchy, readability, and user workflows for a distraction-reduced writing tool.

Skills

• UX & Interaction

- User flows & journey mapping
- Information architecture
- Interaction logic & behavior modeling
- Usability problem-solving
- Accessibility awareness

• UI / Visual Structure

- Layout systems
- Hierarchy & spacing
- Responsive, consistent interface patterns
- Clear, structured, readable design

• Front-End Alignment

- Translating UI behavior into logic requirements
- Foundational JavaScript logic (events, state, component thinking)
- HTML, CSS, Bootstrap (foundational–intermediate)
- Understanding responsive system behavior

• Collaboration & Soft Skills

- Clear communicator
- Detail-oriented
- Highly empathetic toward user needs
- Fast learner & iterative thinker
- Calm under pressure

Did you know?

Jack once spent nearly 30 days eating just tomato soup after oral surgery — a small story of commitment and perseverance that still applies to how he learns and grows.