

creativity *through* understanding©

contents

My work starts with a simple idea: designing and educating are about living well. While many focus on solving problems or preparing people for jobs, I believe that thinking deeply and creating are natural, rewarding human drives. We create to live, share, and grow.

My designs follows a few key principles. First, creativity should be accessible and natural. Second, designs need to be adaptable and evolve over time. Third, to meet these goals, designs must be thoughtful and critical operational.

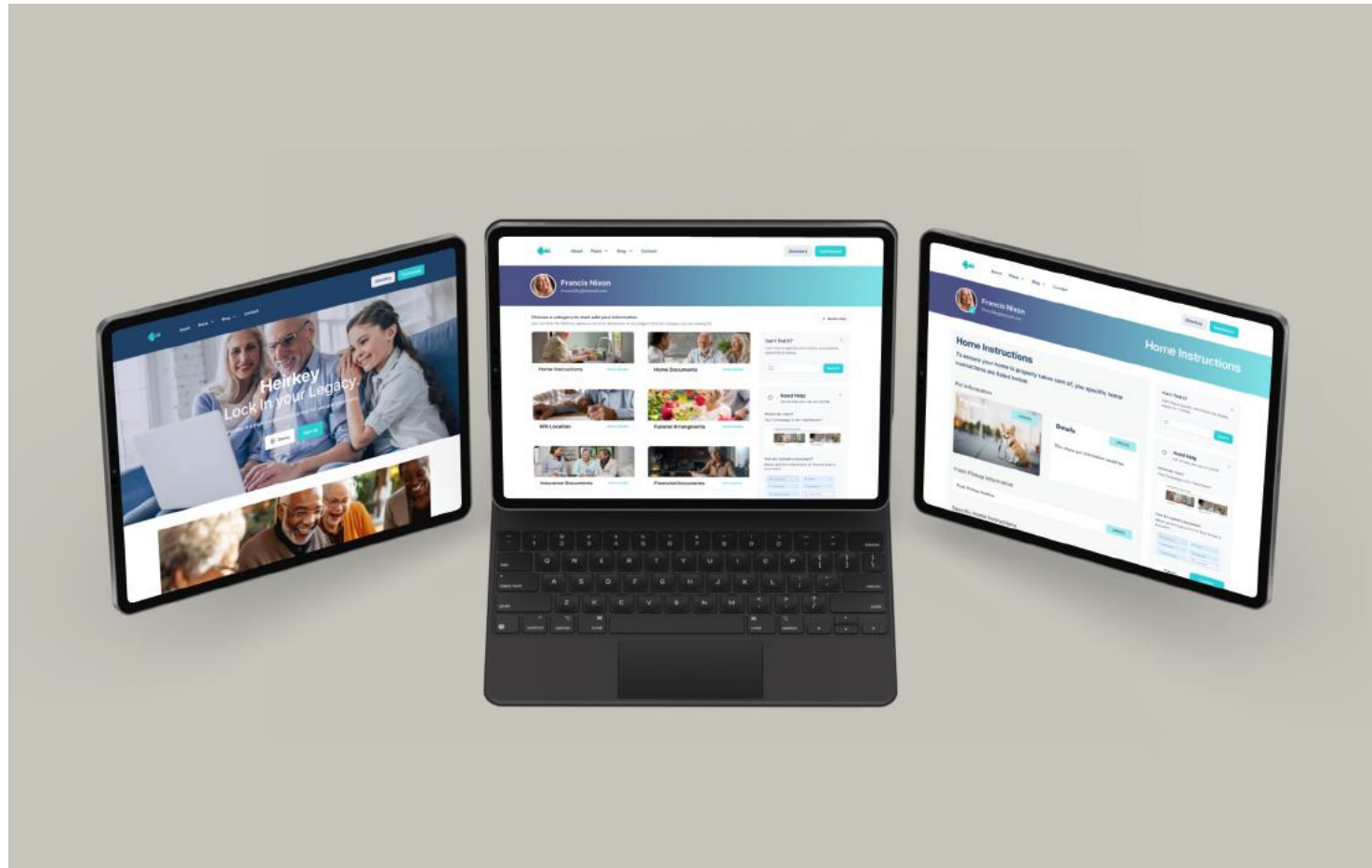
Based on these principles, my work isn't limited by medium. I work across various disciplines, as listed below. However, you'll notice a common thread: finding the structure in an idea, giving it form, and making it shareable.

This portfolio doesn't cover everything. If you need more examples or explanations, please feel free to reach out.

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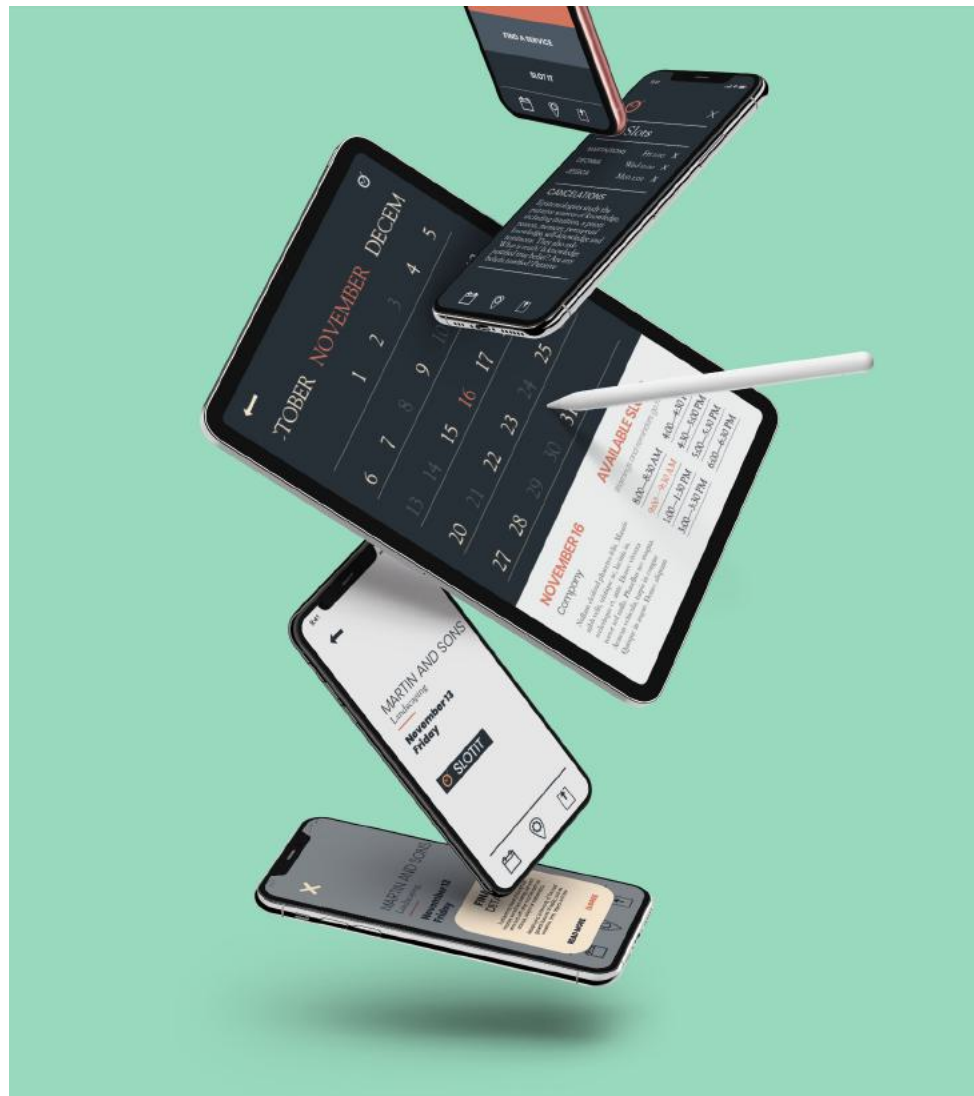
product design

Product design is now a key part of my work. While "product" often means digital apps or websites, it actually covers anything that can be shared and stands on its own. Recently, I designed an app interface for seniors to leave instructions for their dependents in case of an accident or illness. I also helped a large hardware distributor redesign their interface to create a more user-friendly e-commerce dashboard for their dealers.



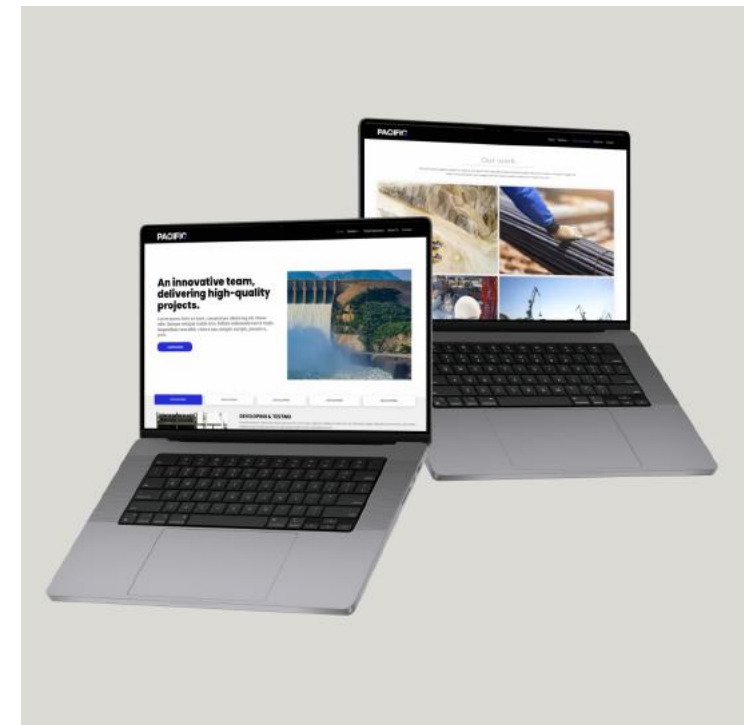
From left:
Heirkey, 2025
House Hasson, 2024



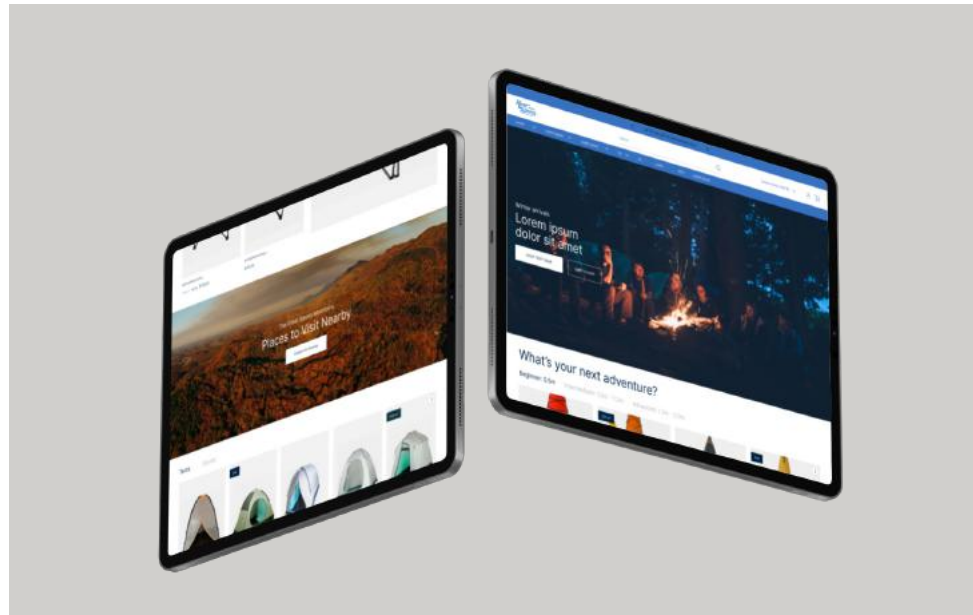


From Top:
 Second Harvest Foodbank, 2023
 Slot LLC, 2018

Product design often begins in the early stages of development. For instance, I worked on Pivot Point (a podcast), Slot (an app startup), and Construct Pacific (a website) from the start. At times, it also involves refreshing established brands, as I did with Second Harvest, a well-known nonprofit in East Tennessee, and River Sports Outfitters, a popular retail store.



From Top:
 Pivot Point, 2024
 Construct Pacific, 2022



From left:
 Morris for Garland, 2024
 River Sports Outfitters, 2023
 Pillcrow, 2021



learning experience



Learning design aligns closely with my natural instincts. It combines visual, instructional, and UX design. While not all my projects focus on learning, this approach underpins everything I create. Not all learning experience designs are purely informational. In the examples here, you'll find both direct educational materials and aesthetic elements that contribute to a learning ecosystem, fostering loyalty and connection.



From left:
 Fourth Purpose Foundation, 2022
 Clemson RCID, 2021
 Pellissippi Debate League, 2019
 Little River Montessori, 2019



William Blount High School, 2020

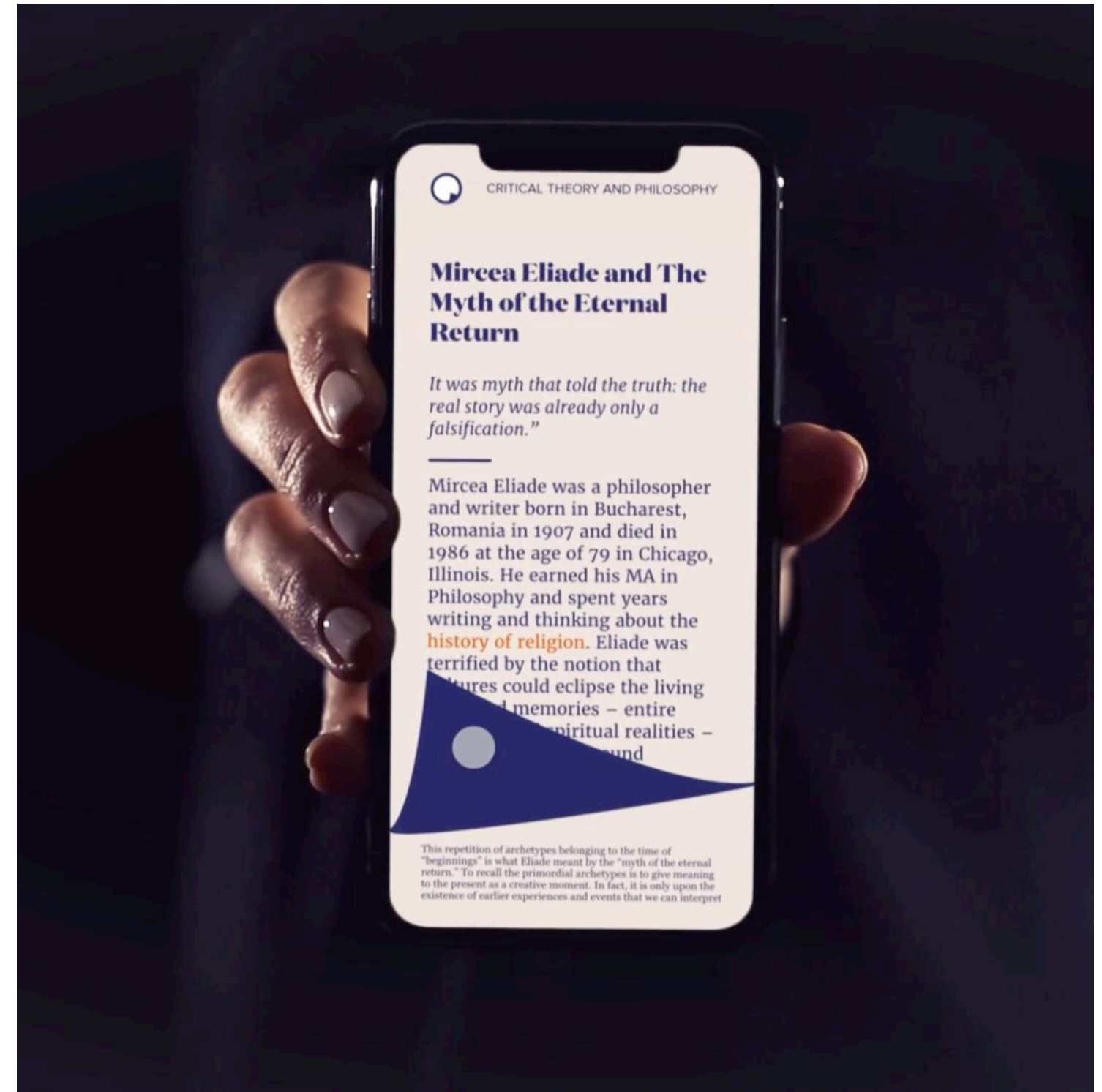


From left:
Knoxville Forest School, 2019
Green Fuel Startup, 2023



New Horizons, 2022

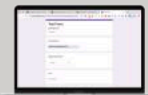
Book Oblivion, 2022



service design


Service design involves mapping and modeling how participants or information move through a system. In my work, I've designed processes and procedures that enable multiple people to collaborate and achieve goals, whether data-driven or community-focused.

- 1**




GOOGLE FORM

From the start a professor can follow the form link to the familiar Google interface on the device of their choice.
- 2**




GOOGLE SHEETS

The form will assign their responses to cells on the Google Sheets interface. Each entry is a new line item.
- 3**




INTEGROMAT INTEGRATION

Sheets then uses a pathway — Integromat — to take that cell data and supply it to Coda.
- 4**




CODA VISIBILITY

Coda is a free program that allows any user to turn their data into an app. A project manager will need to set up the visibility principles of your dashboard.
- 5**



FACULTY EDITS

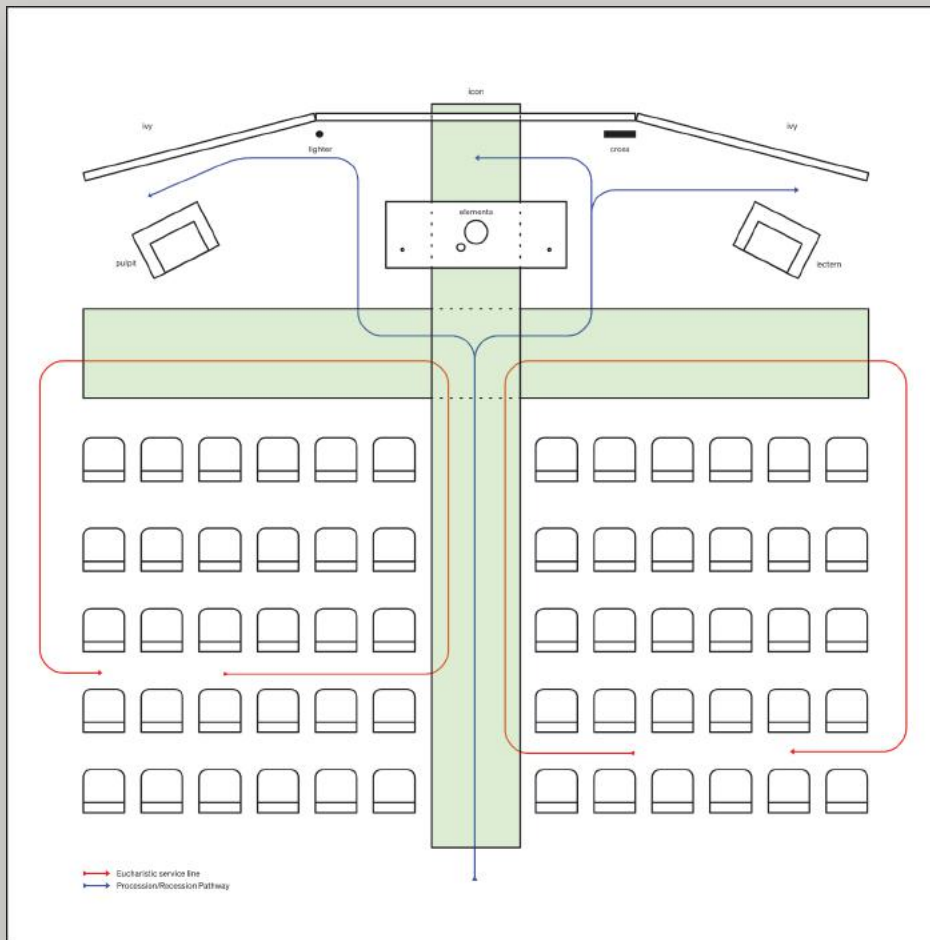
If a professor wants to go back to the form and make a change their adjustment will be adjusted throughout the sequence above.
- 6**



VIEWING AND SHARING

Coda is viewable responsively, as a printable document, as a published webpage, and private table and allows for public presenting.

Clemson CAAH, 2020



The diagram shows a church floor plan with a central aisle and side aisles. A green shaded area represents the Eucharistic service line, and a blue shaded area represents the Procession/Recession Pathway. The plan includes labels for 'altar', 'lectern', 'pulpit', and 'lectern'. A grid of chairs is shown on either side of the central aisle.

ST. BRENDAN'S
ANGLICAN CHURCH

STAGE
Draft 1 of circulation and floor plan

CLIENT
Saint Brendan's Anglican Church Of Maryville

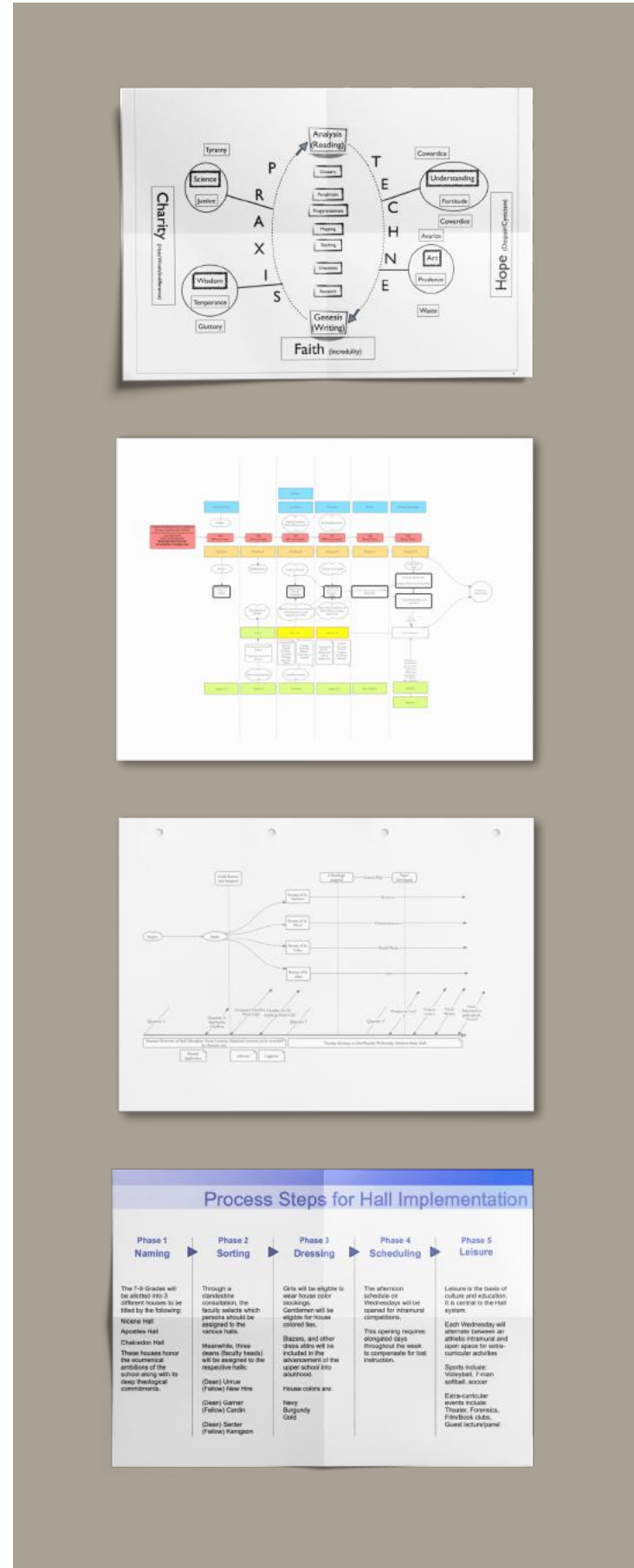
PROJECT
Church Service Model and Map

FILE
STB_Circulation_Draft_090_24.1

NOTES

jryangarner@

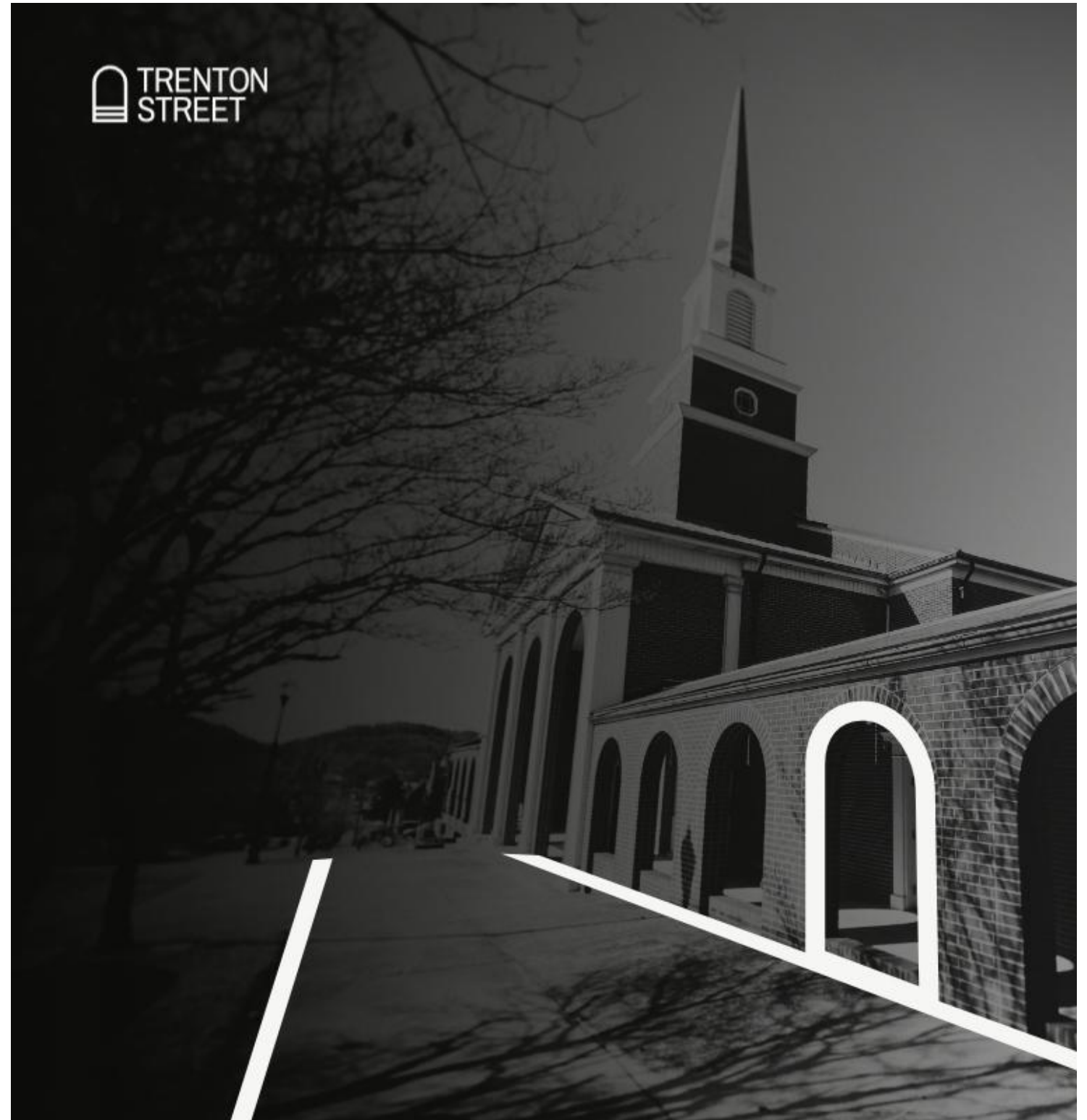
St. Brendan's Anglican Church, 2022



visual design

Visual design includes graphics, branding, identity, design systems, advertising, and digital products. These examples demonstrate my commitment to accessible and adaptable design, creating shareable products that work across various media.

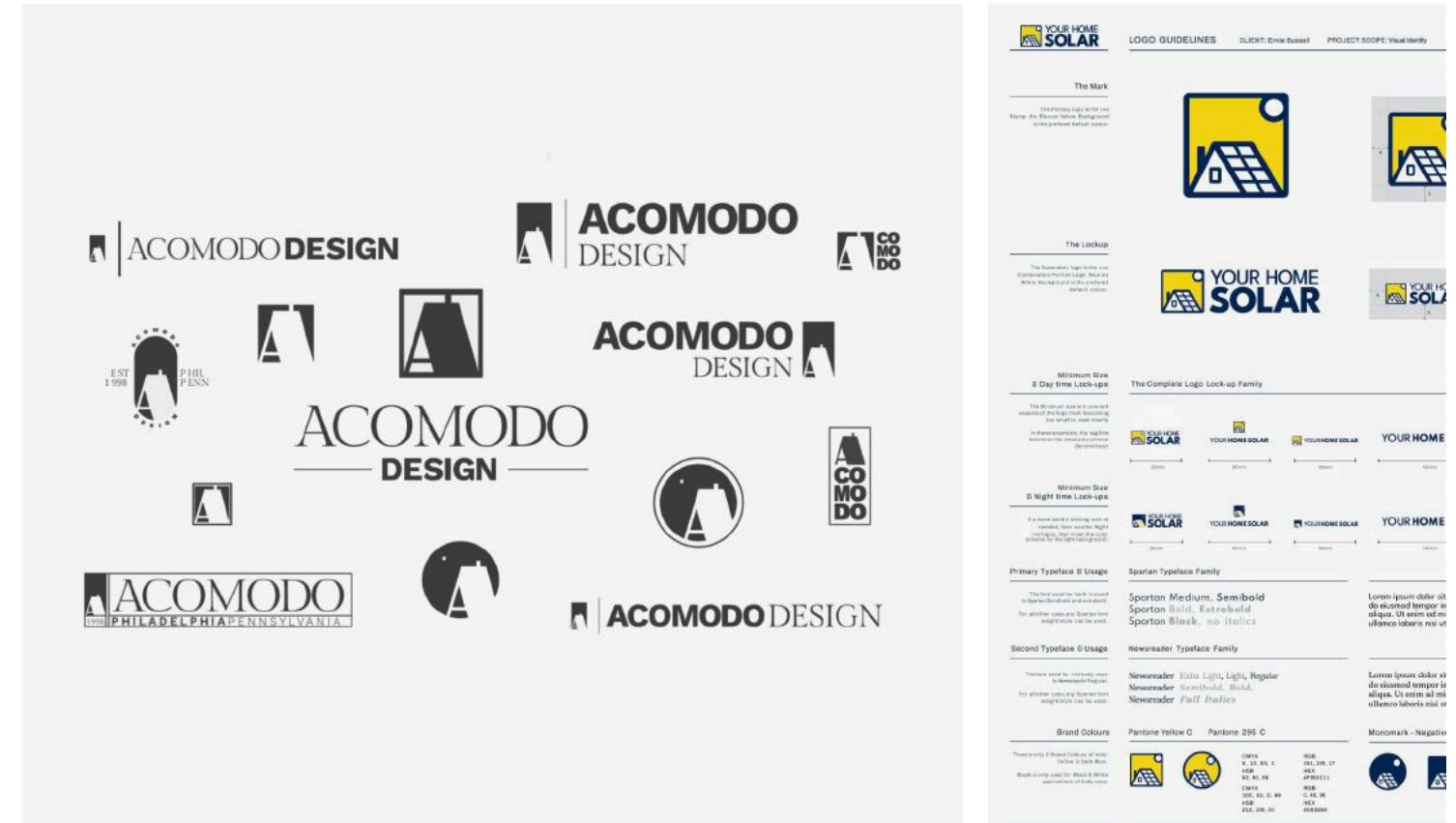
From left:
Fr. Doug Floyd, 2020
True American Popcorn, 2022
INVO CA, 2024
Trenton Street Church, 2022



Visual designs are often the most exposed and subject to review. In the examples provided, I use a systematic approach to create marks and visual languages that not only align with the collaborator's aesthetic tastes but also ensure functionality for a broader audience.

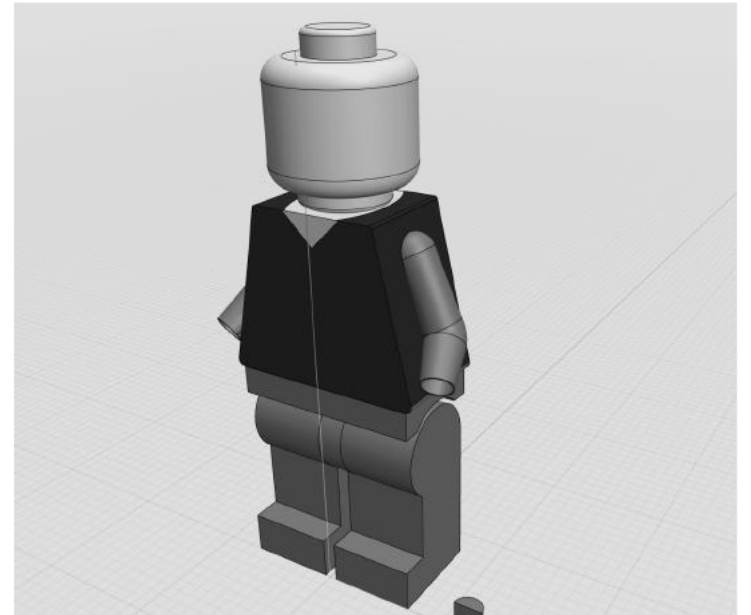
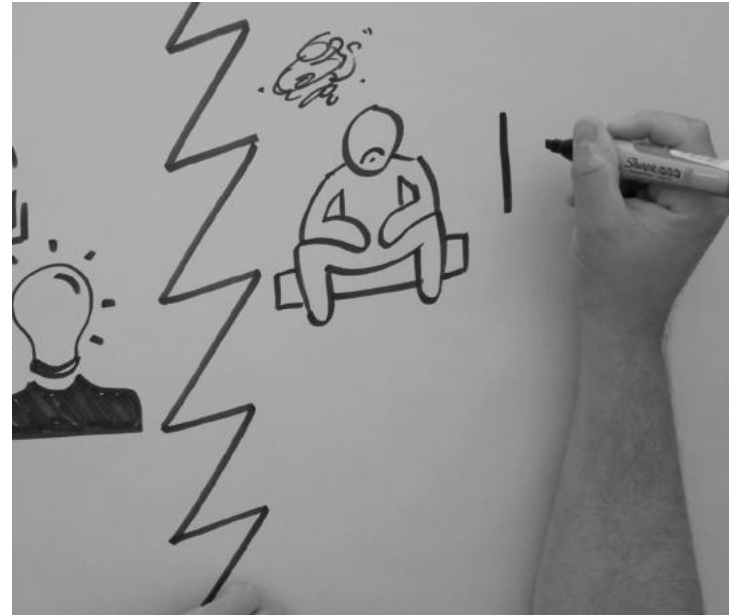
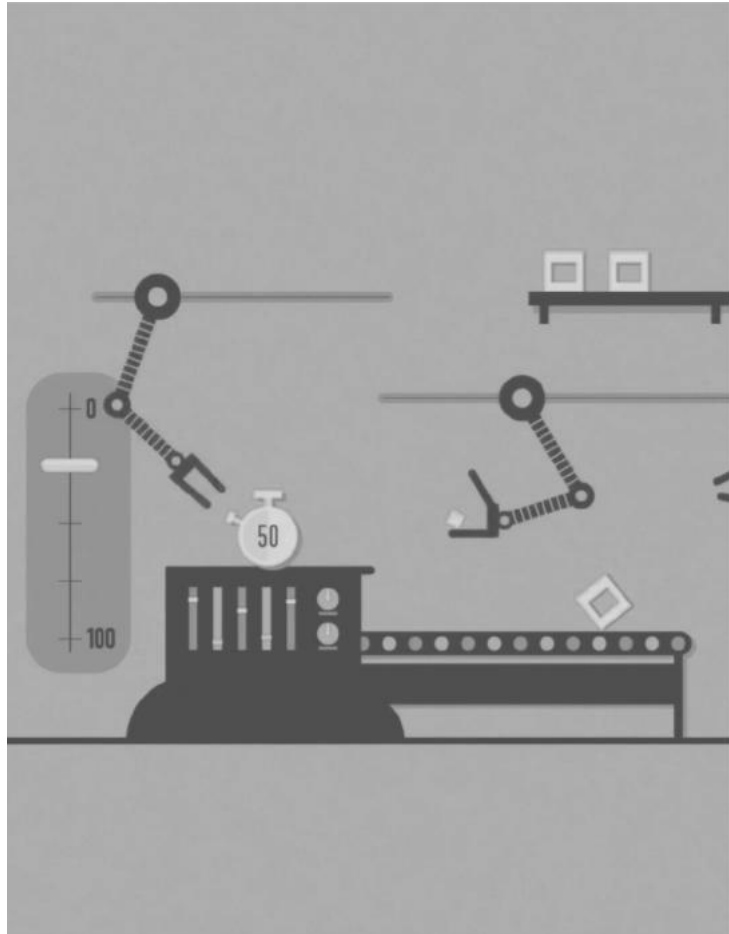
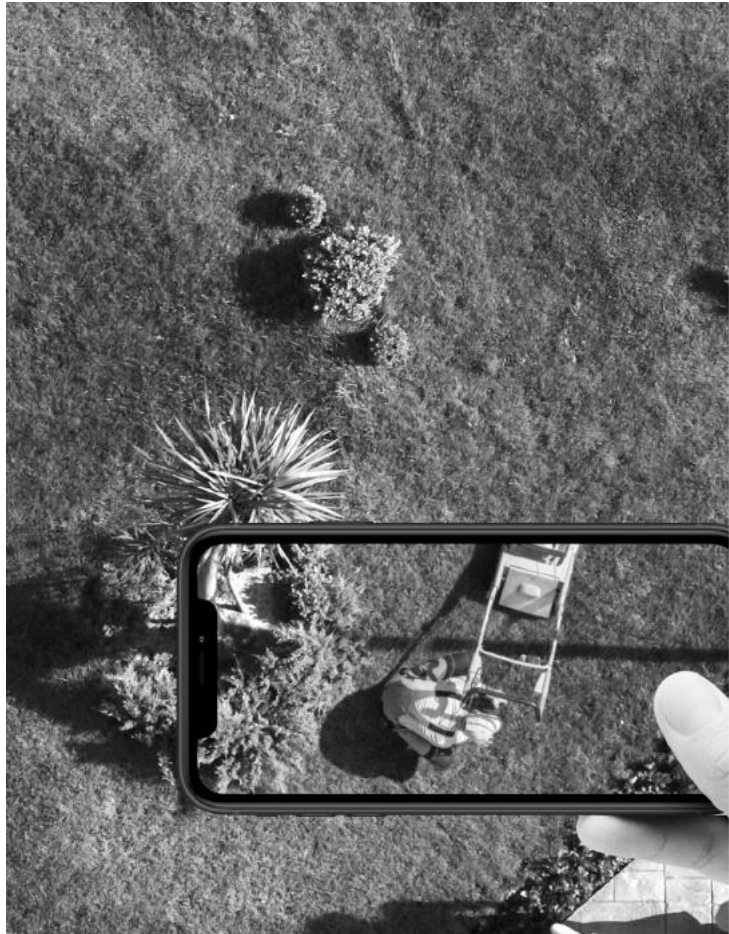


From left:
 Smart Plastic, 2025
 Acomodo Design, 2021
 Your Home Solar, 2022
 Wow My Garage, 2022



laboratory

I'm constantly expanding my skill set, both tangible and digital. I seek out new techniques and tools to fully engage with the human experience and explore possibilities that bridge the ancient and the future.



From left:
Augmented Reality
Motion Graphics
Sketch noting
3D Modelling

