gabriela roznawska
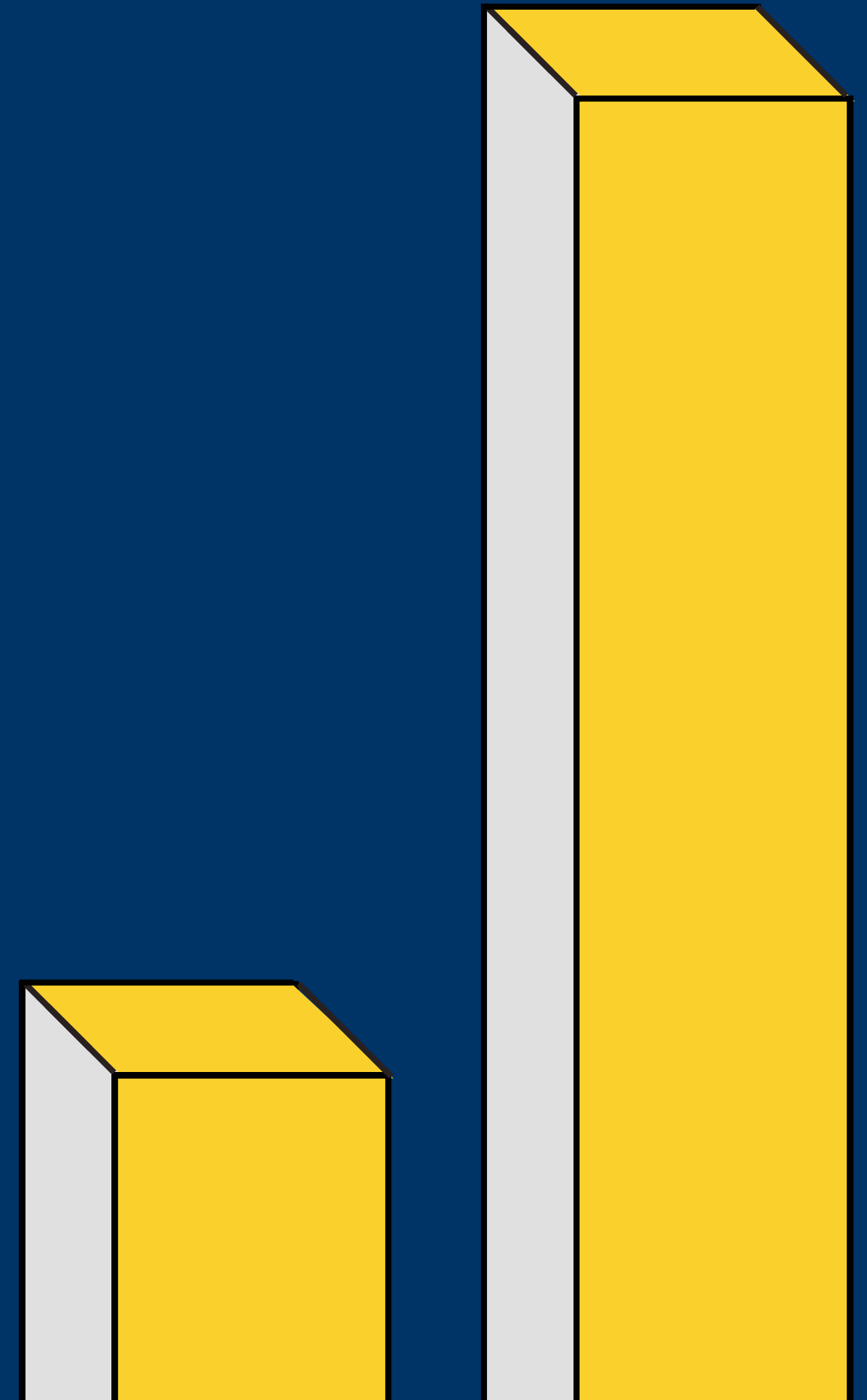
[/ga.briˈɛ.la rɔʑˈnaf.ska/]

1: Third-year Computer Science and Psychology major at Grinnell College.
2: A candidate with a significant background in user-experience design.
3: The right fit for your company.

relevant experience

contact

roznawskagabriela
@gmail.com

01	Web Development
02	Graphic Design
03	Programming

01. web development

My passion for web design is rooted in creating visually engaging experiences that **capture attention** and communicate *effectively*.
In my layouts, I prioritize clarity and simplicity, ensuring that the:

user experience   enhances   the design.

skills

Figma, Canva, HTML, CSS, Visual Studio Code, Adobe Dreamweaver, WordPress, Github
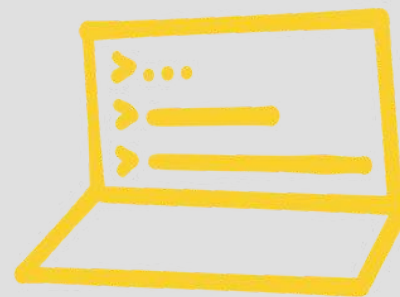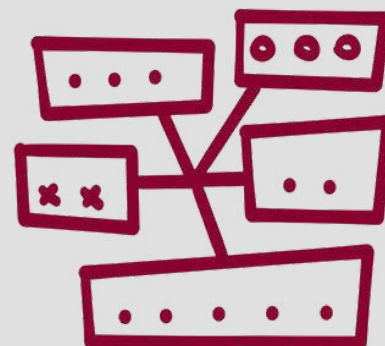
stat2games

web & user-experience designer

**site prototyping**

coding

data management

As a web developer and UX designer, I re-designed and implemented a new website for a statistics learning platform, working closely with the client.
I design and maintain all 20 pages and manage efficient data collection of quizzes they contain.

I used consistent, straight-forward headers to ensure that the users intuitively navigate through the resources.

I designed the site with the use of HTML, CSS and PHP in Adobe Dreamweaver, using GitHub to report updates.
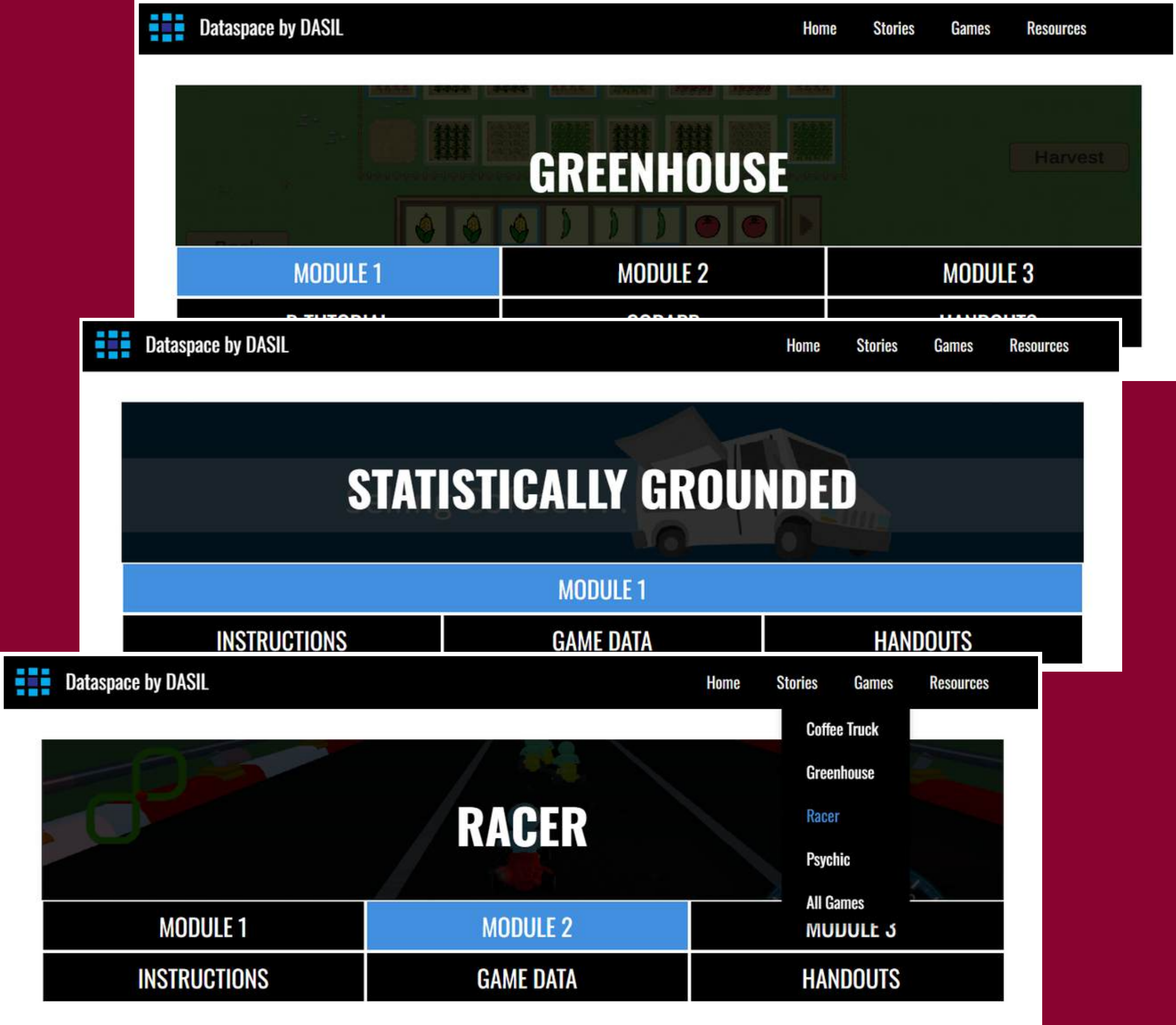
Part 1A: Introduction

Farmers throughout the world face complex challenges. To deliver quality crops to market, farmers need to consider the multiple growing conditions:

- Soil appropriate to the plants, possibly modified with fertilizer
- Fresh air, especially carbon dioxide
- The correct amount of sunlight and water
- Pesticides, herbicides, and treatments for plant diseases

For example, to make a profit, farmers need to decide if they should purchase and apply fertilizer or install an irrigation system. They also need to consider the long-term effects on the environment. A farmer's challenges do not end with the harvest: changing market conditions may mean that the farmer cannot recover the season's costs, resulting in a financial loss.

The Greenhouse Game allows players to grow and sell crops in a virtual greenhouse. It follows the process of planning, planting, growing, harvesting, and selling crops that farmers follow with each growing season. While players can choose any options they like, they are more likely to earn a profit if they use interactive graphs and statistical models to improve their strategies. Here are some key terms each player should know:

- **Yield** is the amount of crops produced. It is measured by the number of bushels produced for each plot. In this game, yields reflect actual crop growth in Iowa farmland.

Fun Fact:

Several statistics techniques were originally developed to address agricultural research questions. Click here to read more!

Meaningfully-organized, large portions of text

Added quizzes and a data recording system that saves the students' answers for the instructors

Part 1E: Check your understanding: Exploring Example Data

Use the above Greenhouse App to check your understanding

Name (if more than one name, separate each name with a comma)

Name

Instructor's Email

Instructor Email

Enter the Player ID you used to play the game

Player ID

A. Identify the slope of the linear regression model. If this is difficult, see Figure 3.
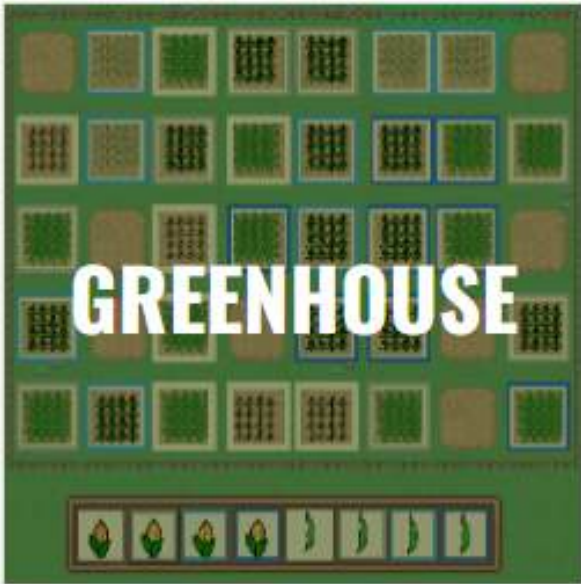
○ 0.78   ○ 1.12   ○ 0.56   ○ 0.49

B. Which of the following is the proper least-squares regression line? If you are unsure, see Figure 3.

○ Water = 1.12 + 0.70 Corn   ○ Water = 0.70 + 1.12 Corn

○ Corn = 0.78 + 0.56 Water   ○ Corn = 0.56 + 0.78 Water

C. Using this regression line, if you increase the amount of water by 10 inches, how much will your corn yield increase?

○ 7.8   ○ 11.2   ○ 5.6   ○ 70

GAMES WITH STORIES

COFFEE TRUCK
GREENHOUSE
RACER
PSYCHIC

GAMES WITH STORIES

COFFEE TRUCK

Become a farmer and discover how to make the most profit

LEARNING OBJECTIVES

linear and multiple regression, designing experiments

RACER
PSYCHIC

The designs are meant to engage, spark interest, and **follow** users' **intuition**

Grinnell College Wilson Center

web designer

april - may '24

I designed, developed content for, and published a website promoting the program.
I regularly reported updates on my work process with co-workers, discussed potential changes, and implemented feedback into the final product.
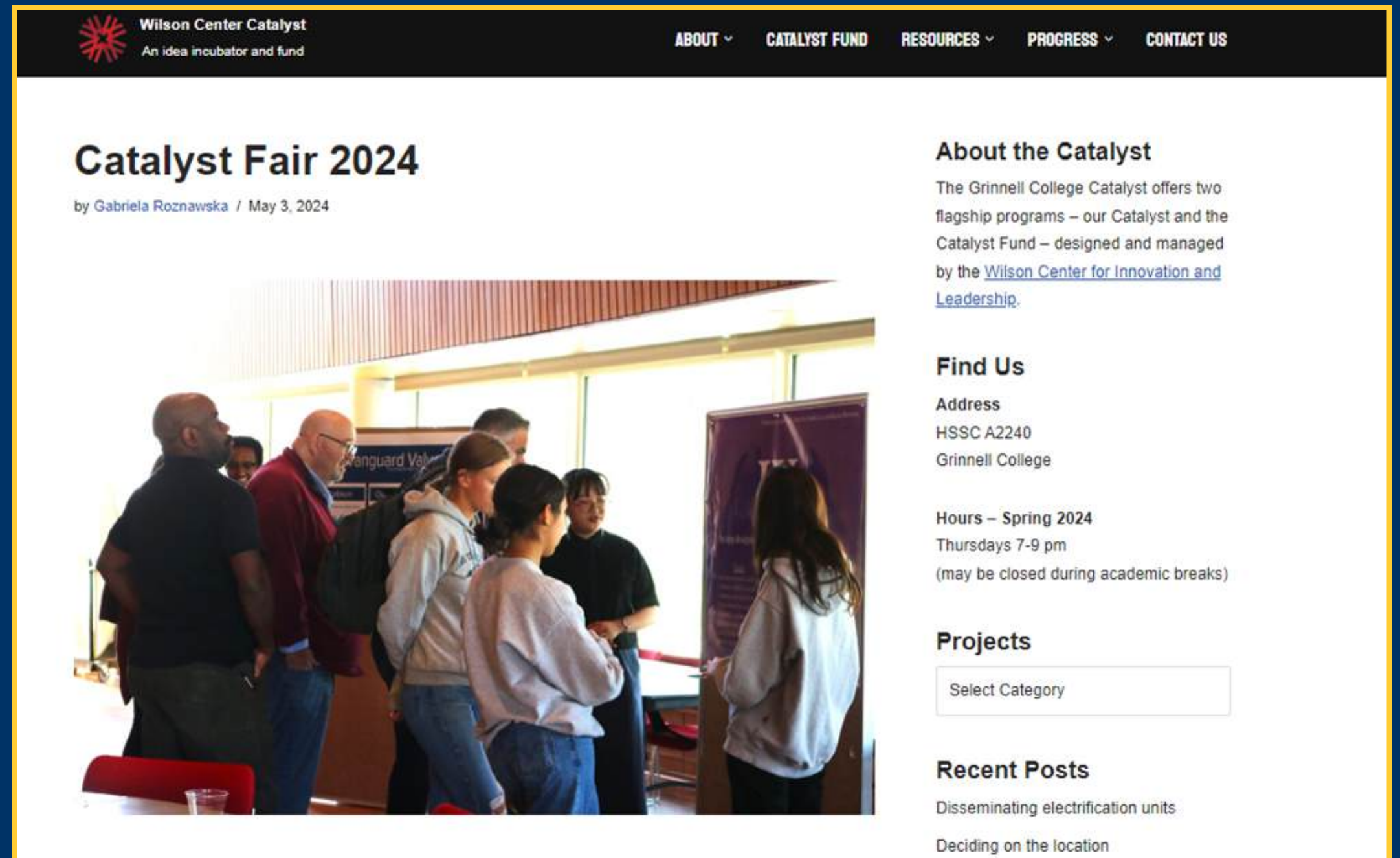
The site was primarily designed in WordPress, using elements of CSS and HTML.
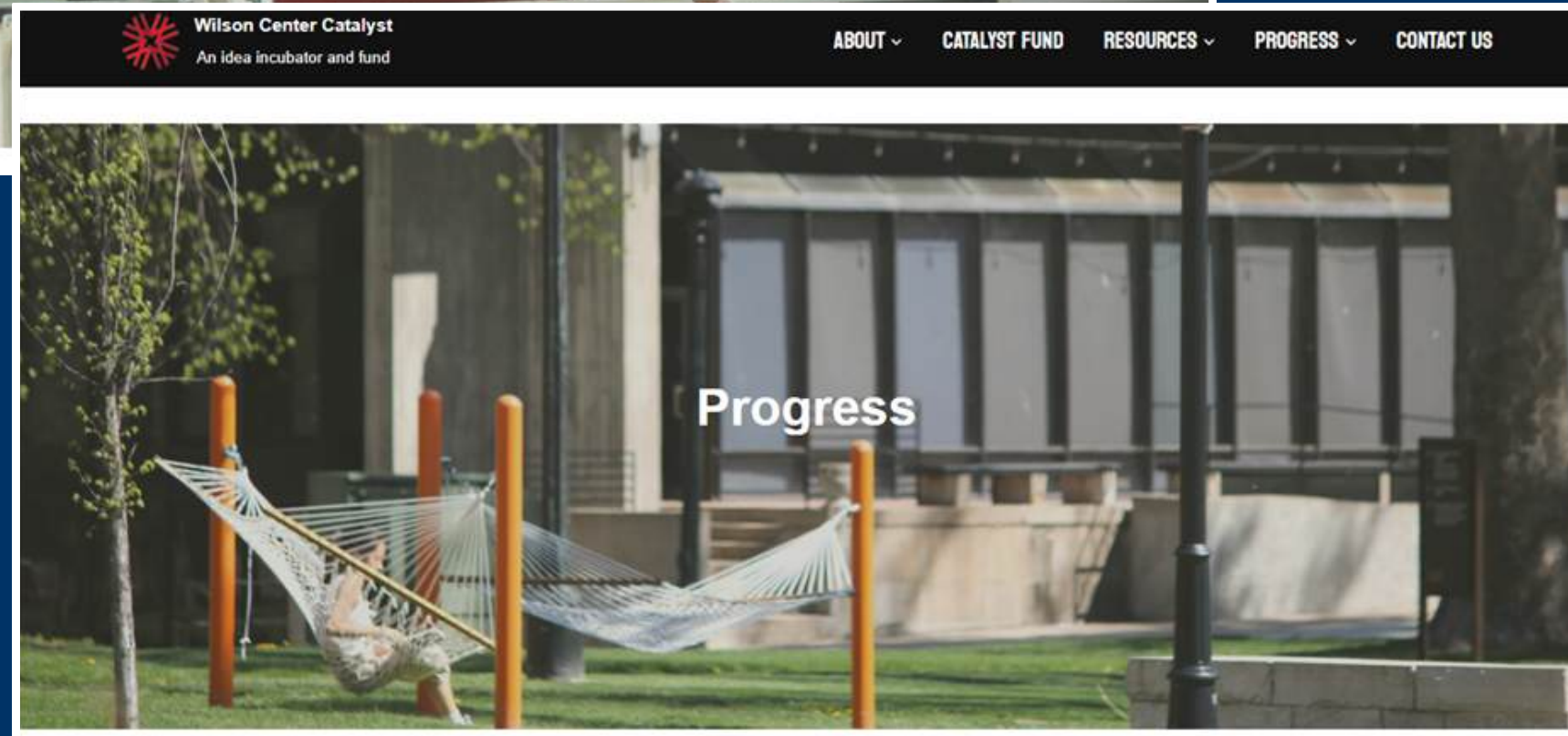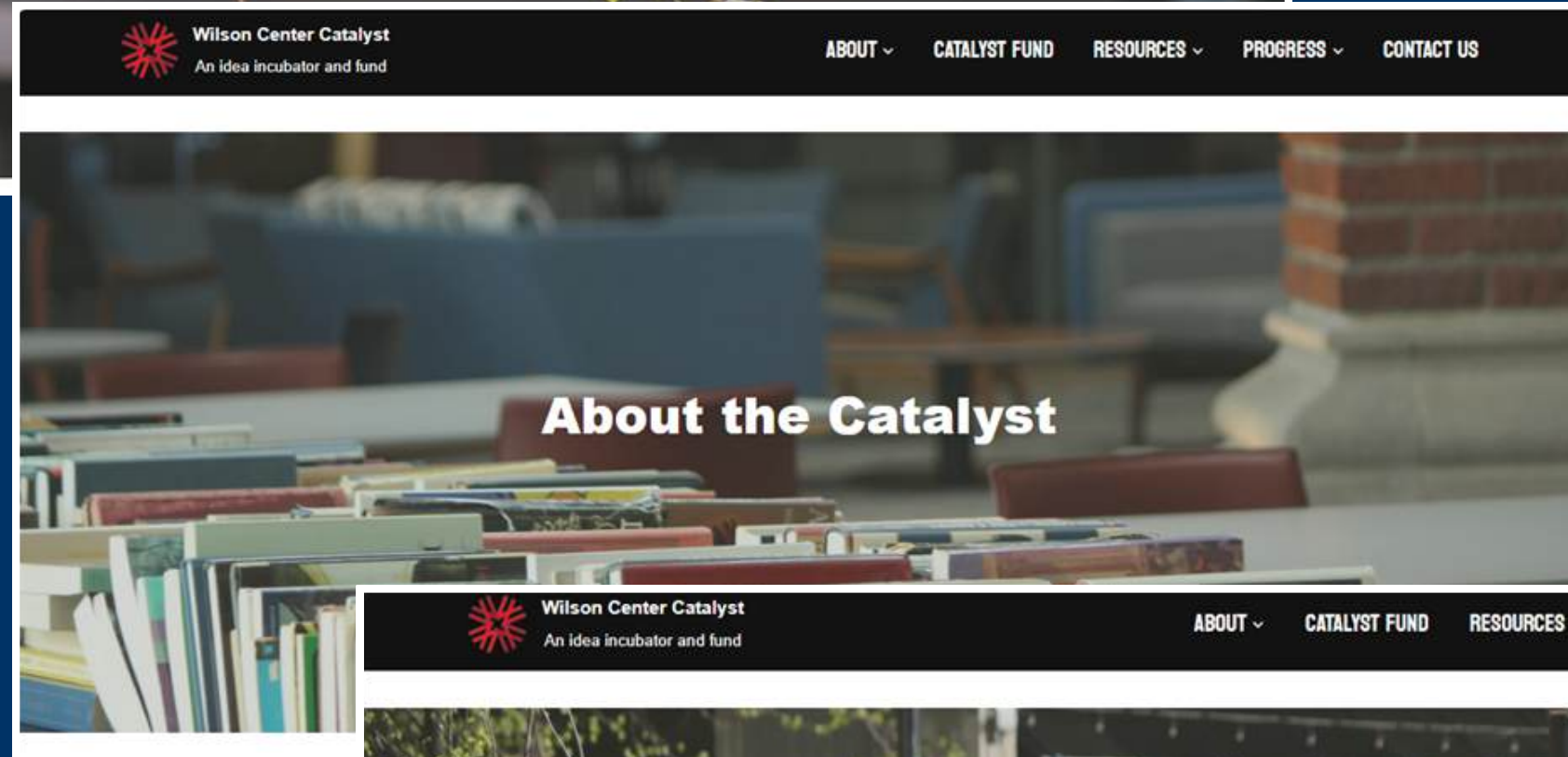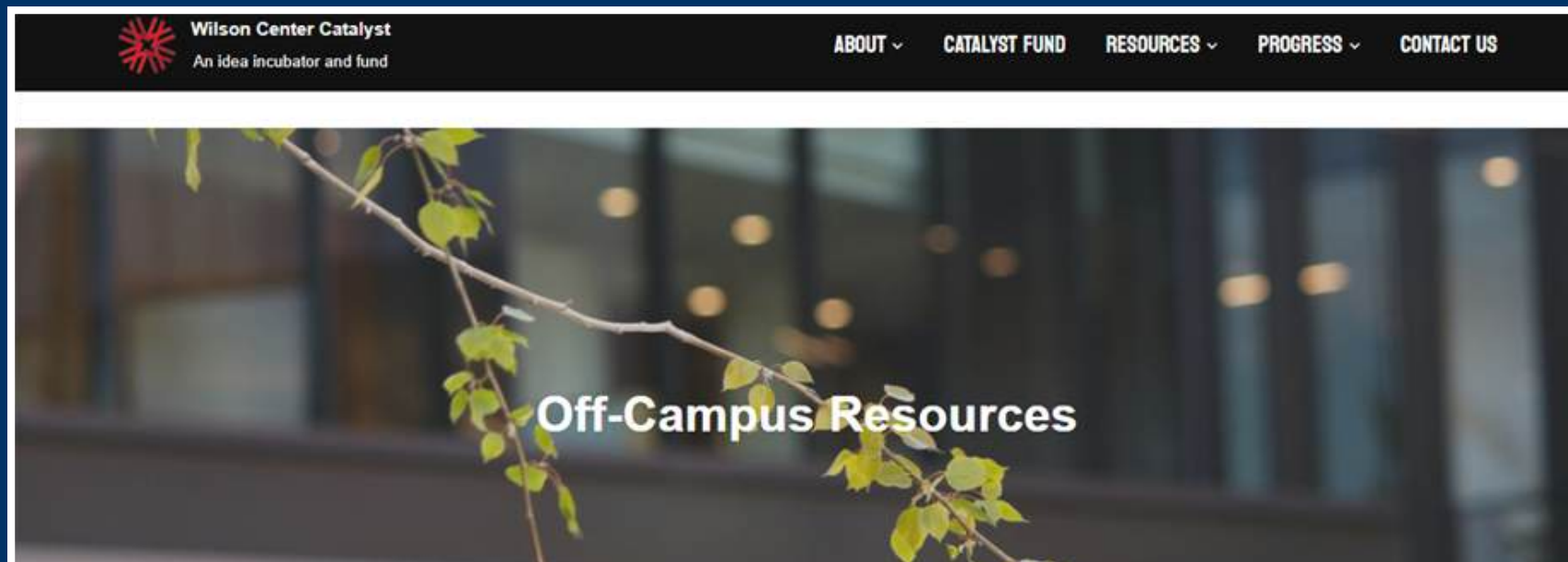
Maintained a regular, professional style across all sites
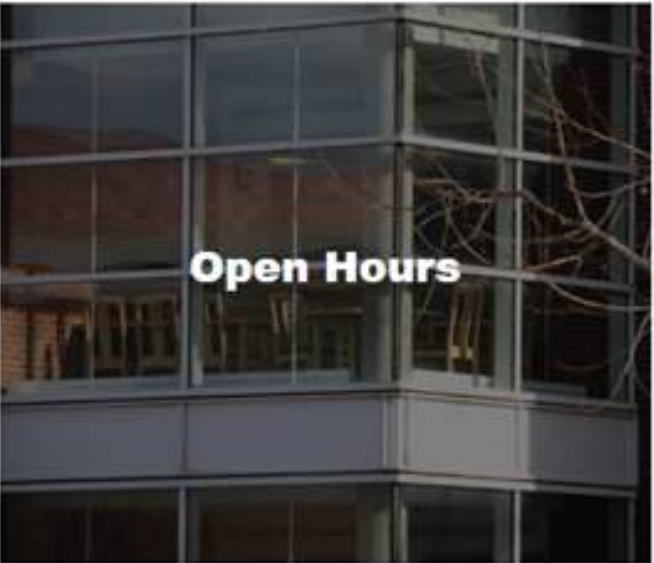
Took and edited all photographs featured on the site

Created a blog post template and published posts along with my photography.

Meet with the mentors

Book a meeting

AND

Come to the open hours!

Open hours take place every Thursday 7 – 9 PM. There, you will be able to chat with mentors and share your idea. We will support you through the brainstorming process, help you sketch out the goals and steps to reach them. Feel free to come just for one-time consultation or choose to keep working on your project with our support.

Open hours every Thursday at 7-9PM in A2240, HSSC

You can also contact us through the email, at incubator@grinnell.edu

Open Hours

Set up an interactive "Contact US" form and connected it to the Microsoft Booking system.

Turned a text-only educational curriculum into a straight-forward visual content.

Navigating the Catalyzing Process

▼ **Articulating the idea and its purpose (2-3 weeks)**

This stage corresponds to the initial meetings with the Catalyst. In this stage, we aim to outline the goals, methods, and resources needed for the project. To achieve this, we investigate the environment of interest of our projects, brainstorm monetary or non-monetary resources needed, look into similar projects that have been implemented, creating a task list and timeline for preparation and implementation, etc.

Here are some questions we typically prompt teams to consider:

How will learning needs be bridged?
Who will address needs for expertise/professional guidance?
How (if at all) will more people be recruited to join the project?
What resources are needed in the *initial* framing of the idea?
How will challenges faced by similar projects before be addressed?
What is the expected timeline for each step, alongside a pre-defined margin for adjustments?

▶ Preparatory work (3-4 weeks)

▶ Early Operations (2 weeks –)

▶ Full Operation

02. graphic design

Designing visual content goes beyond web development.

I see graphic design as a crucial element in capturing an audience's interest and conveying the right message. I focus on the careful use of **color** and style to create designs that **encourage engagement** with information.

skills

Adobe: Illustrator, Fresco, Photoshop. Figma, Canva, Microsoft Suite, GIMP

"S&Bar Hop: Grinnell Craft Brewhouse"
March 4th, 2024
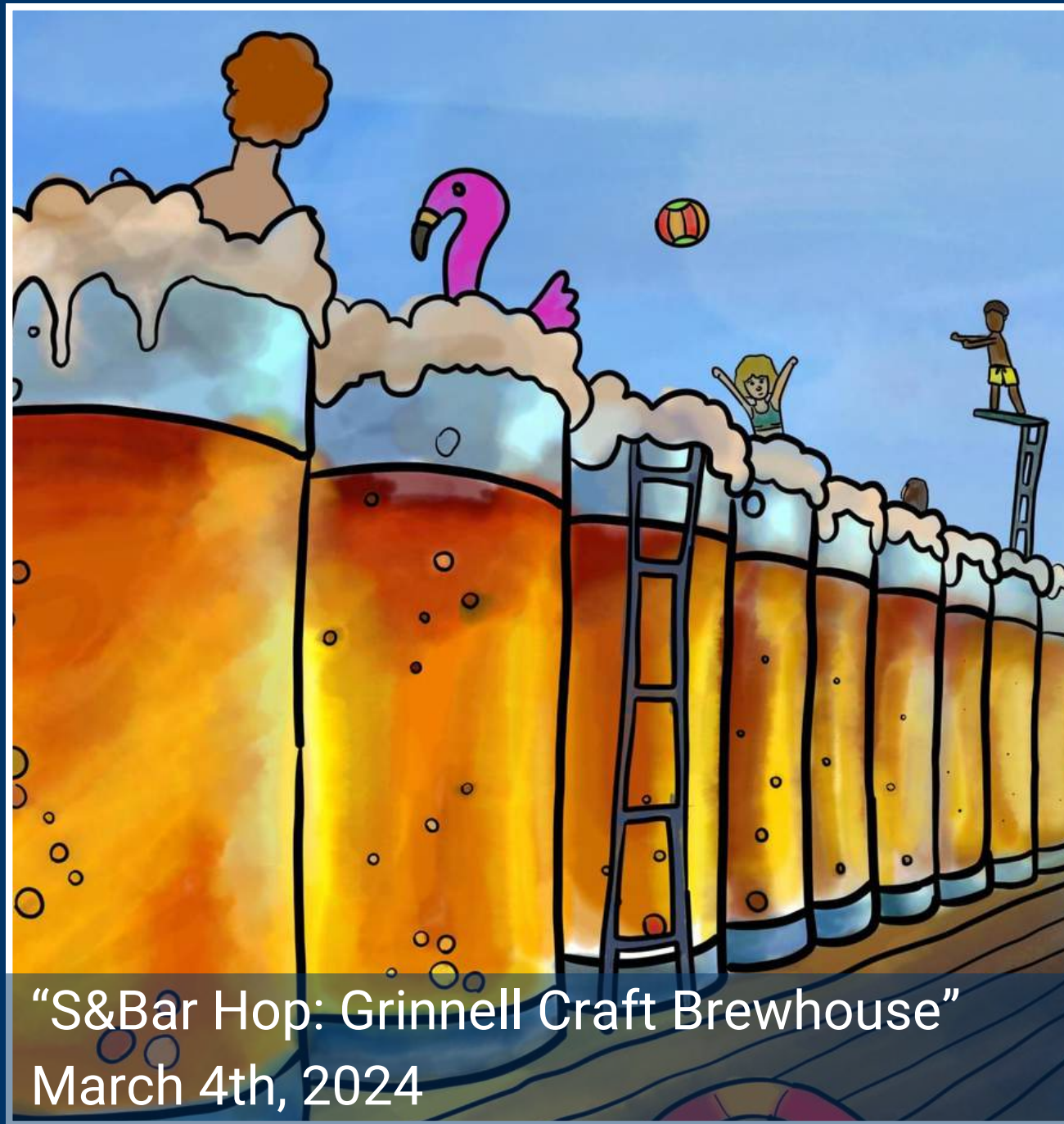
January '23 - May '24

The Scarlet & Black

graphic designer

I created 2-3 graphics for the weekly newspaper release, each tailored to different stories. This required flexibility to adapt to diverse topics and creativity to visually capture the essence of each narrative.

Graphic corresponding to an unpublished article about water testing. April 2024

"TEDxGrinnell set to make a return to campus life" (topic: Food for Thought). February 6th, 2023

"Community Members Speak: Holiday season in Grinnell, Iowa", December 3rd, 2024

"Minimum wage hike leaves students and admin with mixed reactions"
September 11, 2023

Graphic corresponding to an unpublished article about the publishing process of the S&B. April 2024

Graphic corresponding to an unpublished article about Strand - a movie theatre in Grinnell, Iowa. December 2023
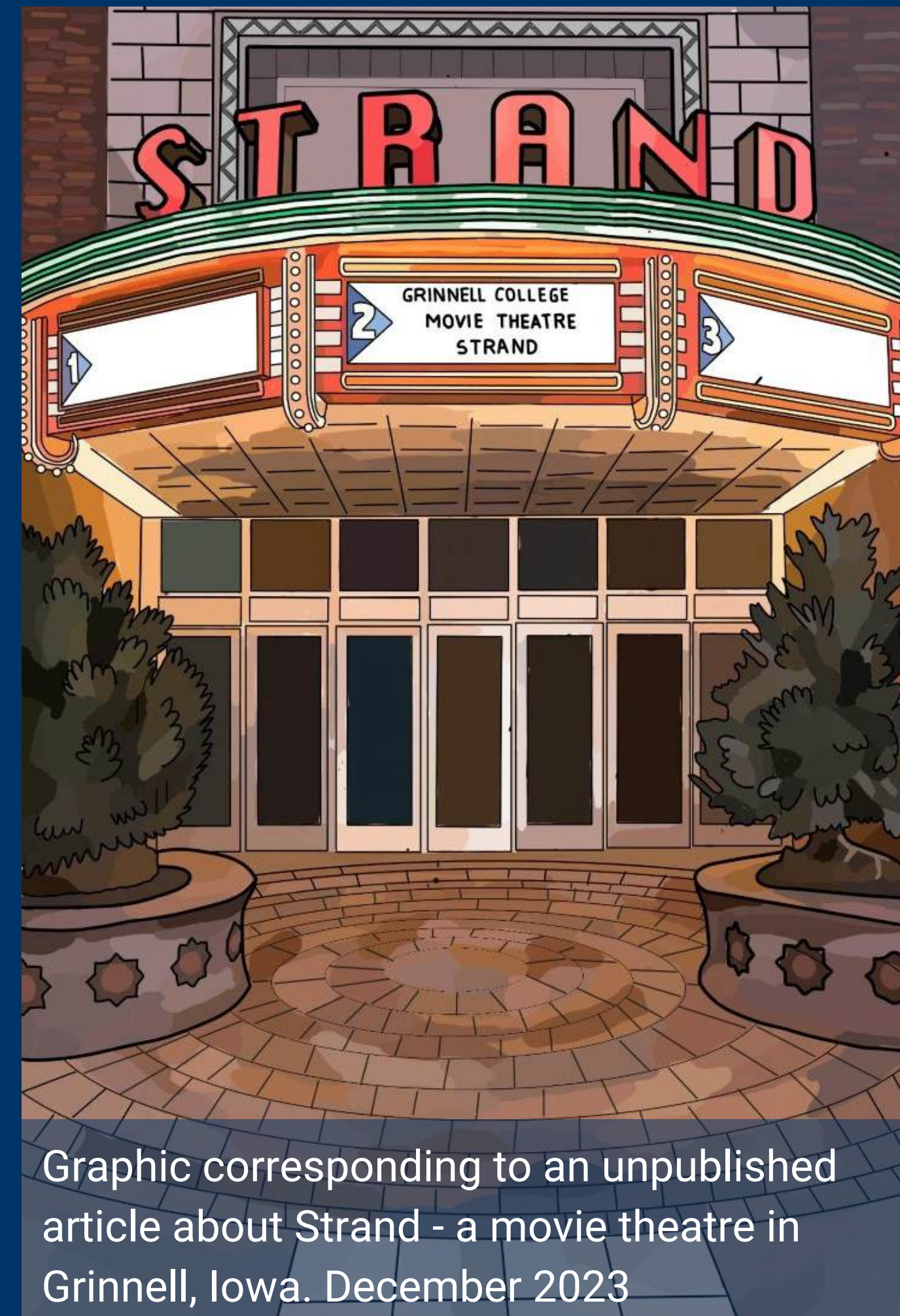
Grinnell College Wilson Center and independent projects

graphic designer
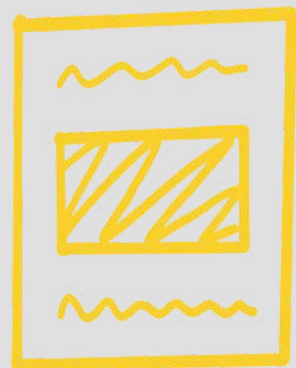
posters
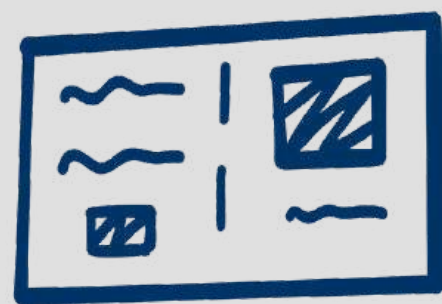
brochures
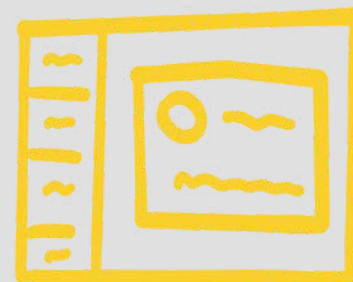
presentations

I designed a range of promotional materials for the Wilson Center Catalyst, including standard posters, conference posters, pitch presentations, and brochures.
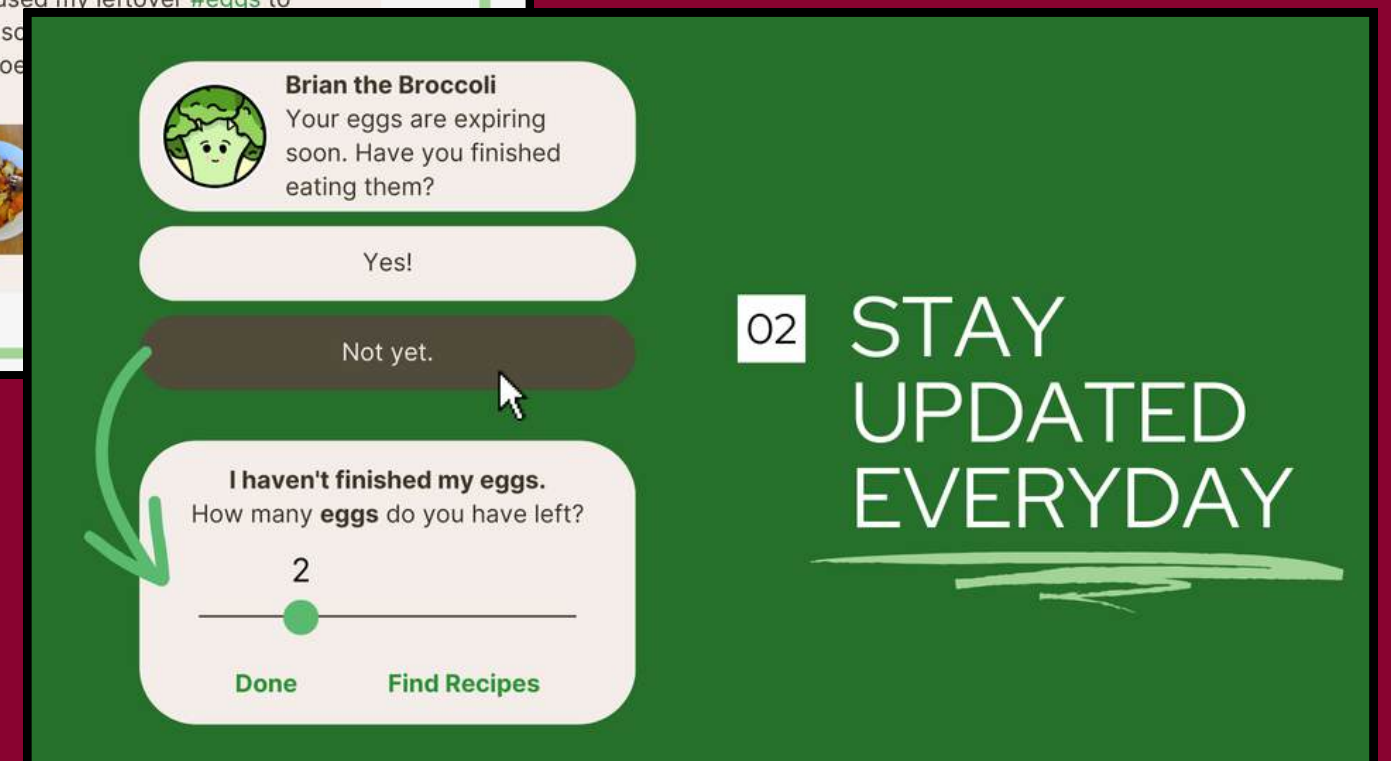Additionally, I created various website and mobile app mock-ups for my independent projects.

Designed engaging brochures promoting the program
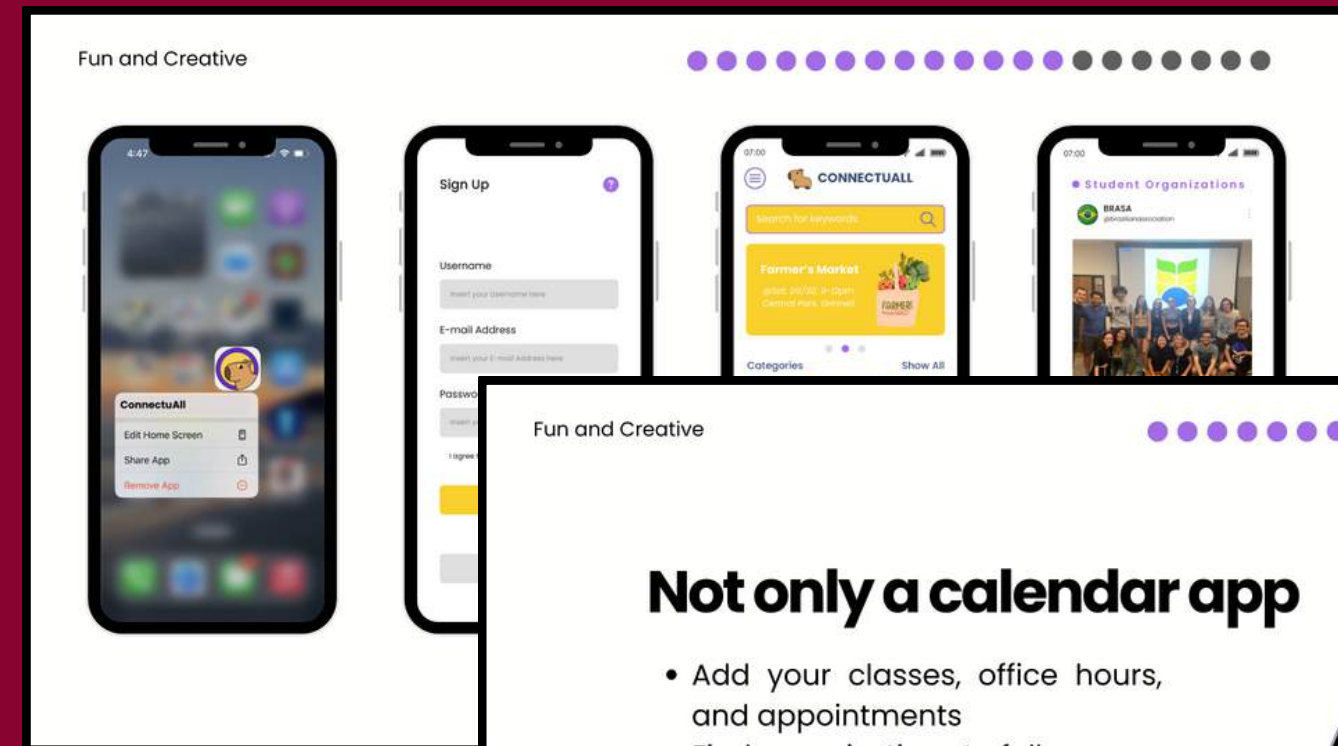
...and creating logos, selecting color scheme and design style

Designing interface mockups for personal projects and hackathon presentations...

03. programmer

I am fascinated by how through programming I can find solutions to both complex and abstract problems, as well as those simpler, rather applied ones.
My experience as programmer significantly improved my problem solving skills which I find to be widely transferable across many disciplines.

skills

C, C#, C++, Java, Visual Studio Code, Scamper, DrRacket, GitHub, Command Prompt

One of my recent projects focused on finding the best shortest path between maze entry and exit while avoiding the walls and obstacles on the way.
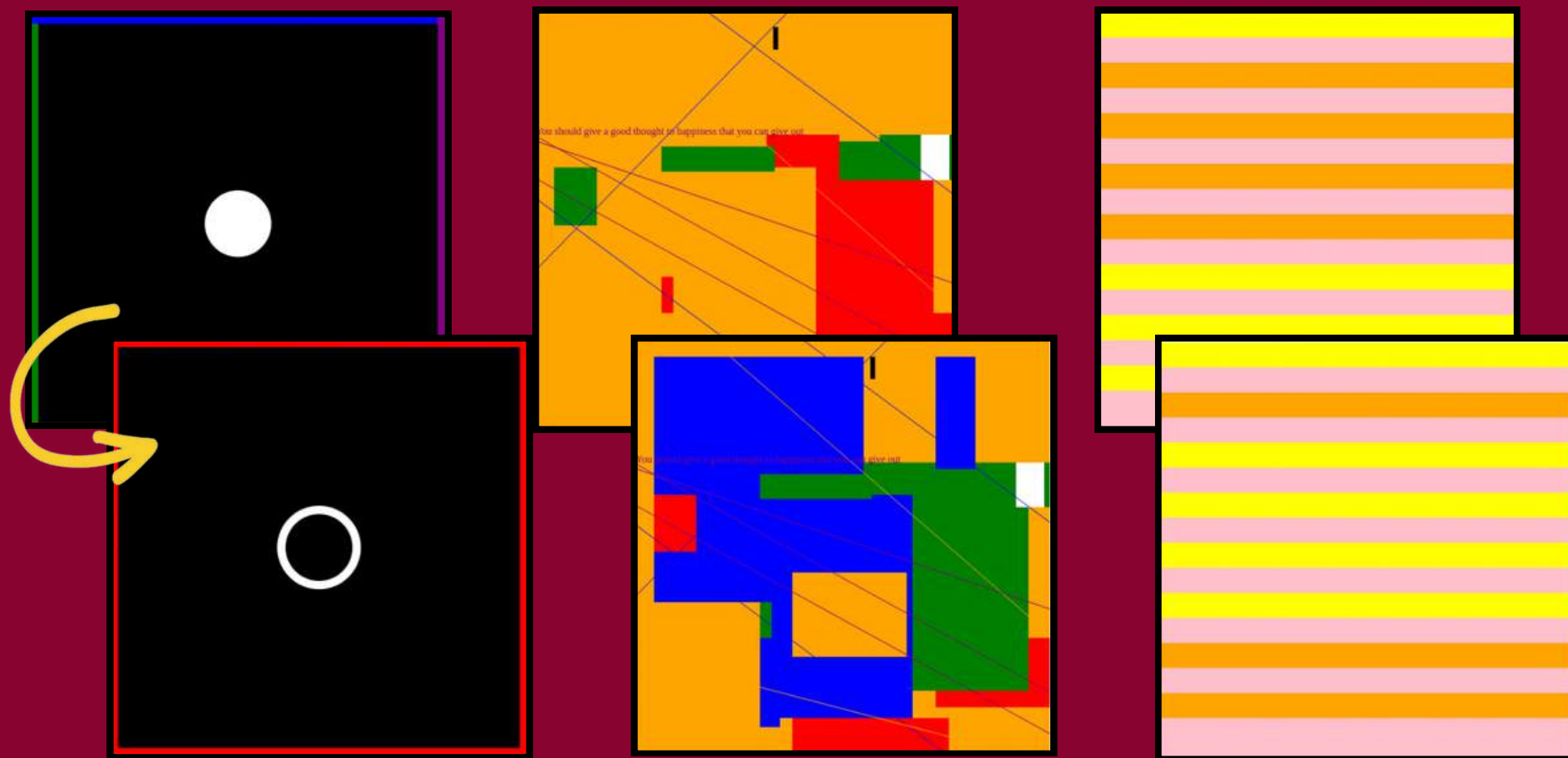
In my implementation I used both breadth-first search and depth-first search in tree data structures, and returned the full list of all elements that I passed by in the maze.

The path in a maze

Maze solving

Visualisation project

In one of my co-designed projects, we used randomized data to create an animated visualization synchronized with original, randomly generated music. The animation rendered to the rhythm of the music and occasionally featured semi-randomly selected quotes for added depth.

The animation changes across different visualizations

Gabriela Roznawska

email : roznawskagabriela@gmail.com

github : grozek

linkedin : gabrielaroznawska

Passionate about creating *designs* that effectively communicate and *inspire*

Thank you for your time