

Daniel Roswadowsky

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Education

Bachelor of Fine Arts (BFA In Design)

Rutgers Mason Gross
School of the Arts
New Brunswick, NJ
(September 2019 - May 2023)

Liberal Arts

Bergen Community College
Paramus, NJ
(Sept. 2017 - Sept. 2019)

Skills

User Interface Design (UI)
User Experience Design (UX)
Adobe Creative Suite (CC)
Figma, Sketch, & Adobe XD
HTML & CSS
JavaScript (& P5.JS Library)
Art Direction
Information Design
Interaction Design
Graphic Design
Branding & Visual Identity
Motion Graphics
Video Editing
Wordpress (CMS)

Experience

Portfolio Website (UI/UX Designer & Web Developer)

2022 - 2023.

Developed a responsive website using HTML5, CSS3, and JavaScript with support for different devices and resolutions.

Designed a visual framework for the overall structure of user interface, navigation, pages, and all other components.

Drafted wireframes and prototypes using Figma that were then used as references during development.

Ensured integrity of the design and its seamless implementation throughout web development process.

TheAPPAPP (UI Designer)

2022.

Drafted wireframes and prototyped interaction flows for a mobile application using Adobe XD.

Designed user interface, and all visual components.

BullseyeTracker (Designer)

2019.

Designed a visual identity to represent the brand which included a logomark, wordmark, lockup, and other assets.

Developed a 12-page booklet of style guidelines to establish a framework that ensures visual cohesion in brand identity.

Professional Summary

Designer with methodical attention who facilitates seamless interactions to provide elegant solutions where aesthetics and functionality are not in opposition, but work harmoniously to create a compelling and functional user experience.