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)
Branding & Visual Identity
Figma & Sketch
HTML & CSS
JavaScript (& P5.JS Library)
Wordpress (CMS)
Motion Graphics
Video Editing
Art Direction
Information Design
Interaction Design
Visual Design
Typography

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.

About Me

Designer who facilitates seamless interactions and elegant solutions with methodical attention so that aesthetics and functionality are not in opposition, but work harmoniously to create compelling and functional user experiences.