Daniel Roswadowsky

https://designedbydan.art/
danrossgfx@gmail.com
(201) 687-1527

Education

Bachelor of Fine Arts (BFA, Design)
Mason Gross School of the Arts, Rutgers University
New Brunswick, NJ

May 2023

Skills

Design

User Interface Design (UI)
User Experience Design (UX)
Interaction Design
Branding & Visual Identity
Video Editing
Graphic Design
Motion Graphics
Art Direction
Typography

Software

Figma
Sketch
Adobe Creative Suite (CC)
Cinema 4D

Development

HTML5
CSS3
JavaScript (& P5.JS Library)
Wordpress (CMS)

Experience

UI/UX Designer & Web Developer @ *Portfolio Website*
Mason Gross School of the Arts - New Brunswick, NJ / Remote
Janurary 2022 — May 2023

• Developed a responsive website from scratch using HTML5, CSS3, and JavaScript.

• Drafted wireframes and prototypes in Figma.

• Designed visual framework for user interface, navigation, pages, and all other components.

• Provided support for a greater variety of devices with optimizations for different resolutions and aspect ratios.

• Participated in design critiques assessing accessibility, functionality, interactivity, and content.

• Incorporated feedback directly from over 10 users to improve the user experience.

UI Designer @ *TheAPPAPP*
Mason Gross School of the Arts - New Brunswick, NJ / Fall 2022

• Drafted wireframes and prototyped interaction flows using Adobe XD.

• Designed user interface and all visual components for the mobile application prototype.

Graphic Designer @ *BullseyeTracker*
Remote / October 2018 — Janurary 2019

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

• Created a 12-page style guide to ensure visual cohesion and consistency in brand identity.