

Daniel Roswadowsky

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Contact:
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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)

About Me

I'm a designer who facilitates interactions to seamlessly connect users with a brand's services or products. I design elegant solutions with methodical attention, incorporating principles of modularity, interactivity, and responsiveness.

Experience

Portfolio Website (UI/UX Designer & Web Developer)

2022 - 2023.

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

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

Drafted wireframes and prototypes using Figma that were 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 flows for mobile application.

Prototyped interaction flows using Adobe XD software.

Designed user interface, and all visual components.

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BullseyeTracker (Designer)

2019.

Designed a visual identity to represent the brand that included a logomark, wordmark, lockup, and other assets to be displayed to all their users or visitors of the web application.

Developed style guidelines to establish a framework for ensuring visual cohesion in brand identity.

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
Graphic Design
Branding & Visual Identity
Motion Graphics
Video Editing
Wordpress (CMS)