

Daniel Roswadowsky

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Striving for a harmony between functionality and aesthetics is central to my design approach.

Currently advancing technology skills in: Figma and Web Development [Next.js, React, TypeScript, Content Management Systems/CMS]
2024 — 2025

Experience

Portfolio Website (designedbydan.art) - Mason Gross School of the Arts

January 2022 — January 2024

- Developed and created a responsive website using HTML5, CSS3, and JavaScript.
- Drafted wireframes and prototypes in Figma for later reference during development.
- Established visual framework for user interface, navigation, pages, and all additional components.
- Provided support for a wider range of devices and accommodations for different resolutions.
- Leveraged feedback gathered from over 15 users, improving the overall user experience.
- Led design critiques in collaboration with 10 designers, evaluating the website for accessibility, functionality, interactivity, and content.

Graphic Designer (Freelance / BullseyeTracker)

October 2018 — January 2019

- Prepared for export additional assets including iconography for favicons and social media branding.
- Designed a comprehensive visual identity for the brand, featuring a logomark, wordmark, and lockup.
- Created a 12-page style guide, ensuring visual cohesion and consistency in brand identity.

Education & Skills

Bachelor of Fine Arts (BFA, Design)

Rutgers University - Mason Gross School of the Arts, New Brunswick, NJ
May 2023

Design

- User Interface Design (UI) • User Experience Design (UX) • Branding & Visual Identity
- Graphic Design • Adobe Creative Suite (CC) • Figma • Interaction Design

Development

- HTML5 & CSS3 • JavaScript • Content Management Systems (CMS) • WordPress