



***GRAPHIC DESIGN***

**PORTFOLIO**

*BY MAŁGORZATA ROGOWSKA*

# ABOUT ME



**MAŁGORZATA  
ROGOWSKA**

Graphic Designer  
3D Artist  
Technology Enthusiast

## CONTACT

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Rooted in technology and inspired by creativity, I'm a graphic designer combining a solid technical background with a passion for visual storytelling.

Driven by curiosity and attention to detail, I turn complex ideas into designs that are not only visually appealing but also clear and functional.

From branding to animation and 3D design, I blend analytical thinking with artistic expression to craft work that communicates and connects.

## SKILLS

### Creative Design - Expert

- Branding & visual identity
- Packaging design
- Typography
- Print & digital design
- Design principles & composition
- Marketing & social media assets
- Image editing

### 3D & Visualisation - Advanced

- 3D modelling
- Photorealistic product rendering
- PBR materials development
- Animation & rigging
- Scene composition & product staging
- 3D environment design
- Preparation and optimisation of models for 3D printing
- 3D file export and conversion (e.g. OBJ, FBX)

### Technical Design - Advanced

- Design automation
- Print & digital file preparation
- Production file preparation
- Workflow optimisation
- Python / C++ / C# basics

## SOFTWARE

### Adobe Creative Suite:



Illustrator



Photoshop



Firefly



InDesign



Lightroom



After Effects

### 3D & prototyping:



Blender



Fusion 360



Figma

### UI & productivity:



VS Code



MatLab



MS Office

# RECENT PROJECTS



Ultinon Motion / Lumileds



Stellacan

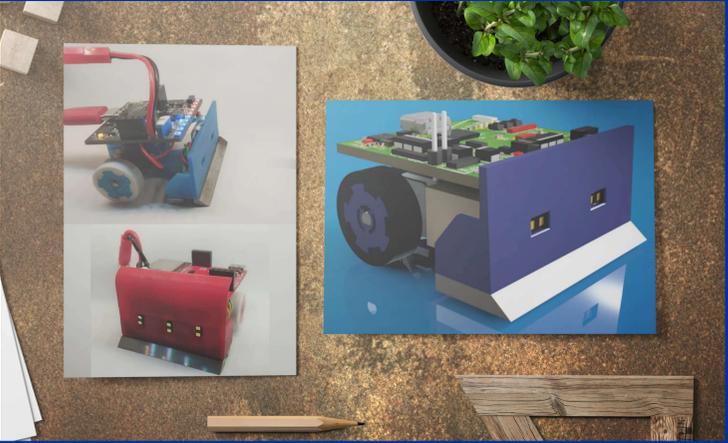


SumoChallenge



Team Development of Computer Games Contest

# HIGHLIGHTS OF DESIGN JOURNEY



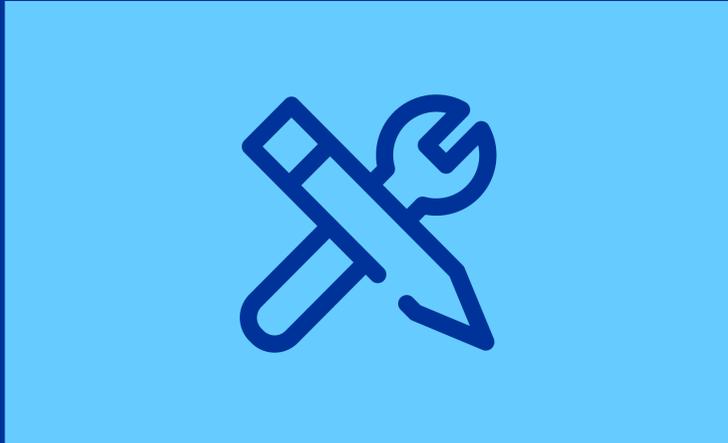
Robots design



University re-branding task



Ready Teddy, Go!



and more ...

# ULTINON MOTION / LUMILEDS

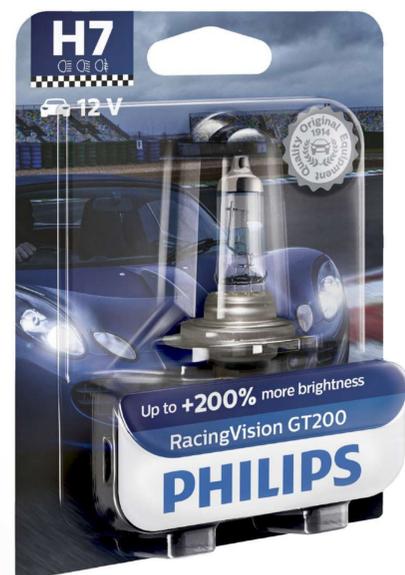


Since 2022, I have driven design innovation for a leading automotive lighting manufacturer exporting globally.

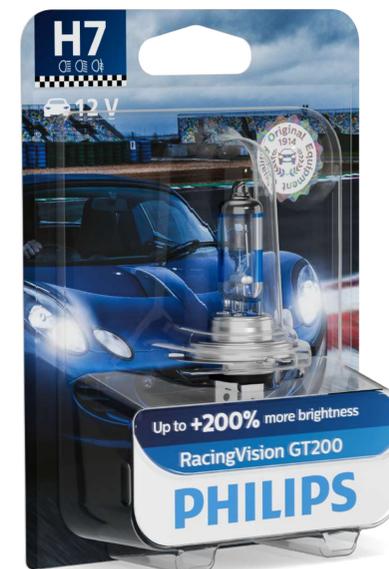
I design packaging, stickers, and displays for brands like Philips and Narva, specialising in 3D modelling, advanced material texturing, and product rendering



I led a major quality upgrade in the company's 3D renders, significantly enhancing visual fidelity and consistency, and clearly conveying proportions between products and packaging as well as size comparisons. This transformation greatly improved how products are presented internally and to the customers.



BEFORE



AFTER



# STELLACAN

For a dynamic automotive start-up, I created a brand identity featuring a custom logo with a unique typeface tailored to their products. I designed business cards, stationery, and product stickers to complete the look. High quality 3D renders boosted appeal and customer understanding, strengthening the brand's market presence.





# SUMOCHALLENGE

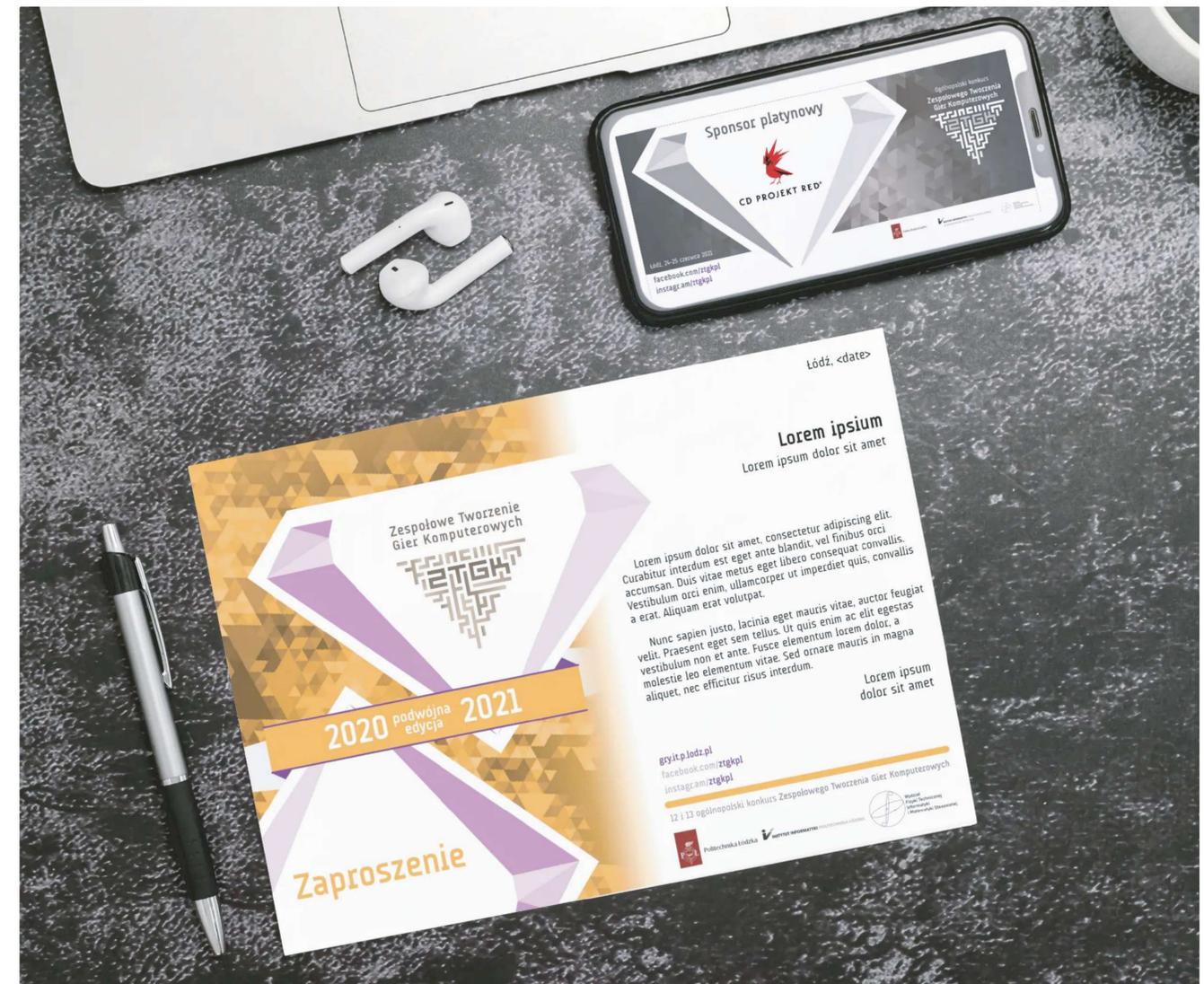
As sole graphic designer and coordinator for one of Poland's largest robotics competition:

- Developed a unified brand identity covering logo, print materials, badges, and digital assets,
- Created vibrant social media and web graphics that energised over 500 participants and followers,
- Managed timely production and delivery of print and digital collateral under tight deadlines,
- Designed custom statuettes and event T-shirts to enhance the overall participant experience.



# TEAM DEVELOPMENT OF COMPUTER GAMES NATIONAL CONTEST

I developed banners, social media content, live-stream assets, and formal invitations, while maintaining brand alignment, ensuring quality, and fast delivery. I supervised these materials to ensure consistency with the event's brand book, guaranteeing precision and cohesion across all graphics.



Sponsor banner (top), and invitation mock-up (bottom).

# ROBOTS DESIGN



MicroSumo mobile robots (left), and 3D model of one of them (right).

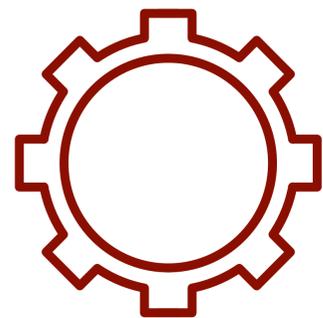
As a president of Student Association for Robotic Research SKaNeR, I led passionate teams to design, build, and program functional robots from scratch. My approach combined leadership with practical skills:

- 3D-modeled robot components optimised for effective 3D printing,
- Brought engineering and design to drive innovations.

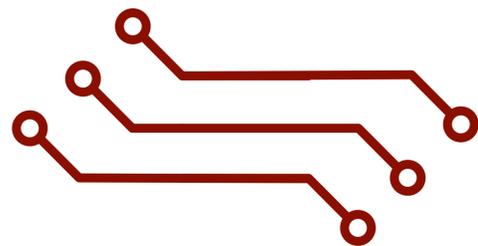
# UNIVERSITY RE-BRANDING

For a flagship master's project, I developed a bold new visual direction for the university by designing a modern logo and professional business cards, selecting the project's typography, and creating a comprehensive brand book.

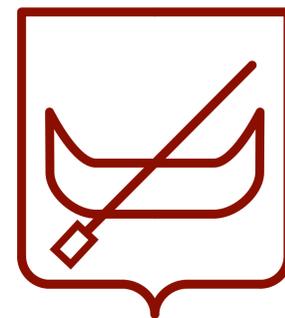
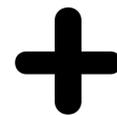
The previous logo featured a gear as one of its main elements, symbolising the university's technical roots, alongside with a reference to the city. My new proposal maintains both gear and the city's symbol, while introducing elements inspired by electronics and computer science, visually connecting the institution's mechanical heritage with its modern, technological identity.



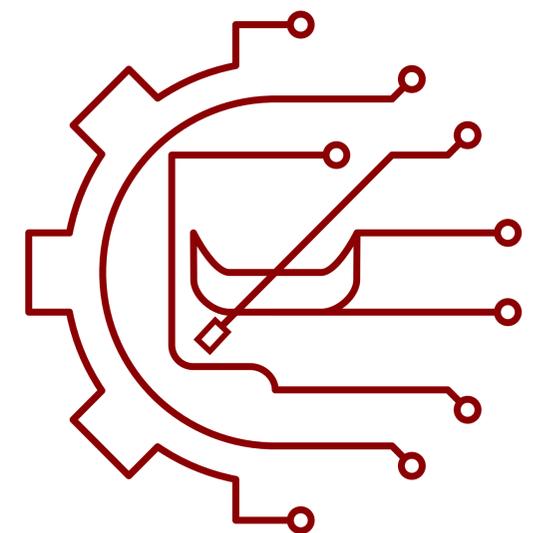
gear



electronic circuit paths



Lodz city's symbol



Politechnika Łódzka

# READY TEDDY, GO!

For my master thesis and afterwards an Erasmus+ project, I designed, modelled, rigged and animated a 3D character, later expanding it into full scenes for the “Ready Teddy Go” educational initiative.

This project supports students with special educational needs through an interactive TEDDY avatar tailored to their learning challenges.

My work combined artistic creativity with technical skill to create engaging, functional animations that advance inclusive digital learning.





***THANK YOU***  
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