



GRAPHIC DESIGN

PORTFOLIO

BY MAŁGORZATA ROGOWSKA



ABOUT ME

ADRESS

ŁÓDŹ (POLAND)

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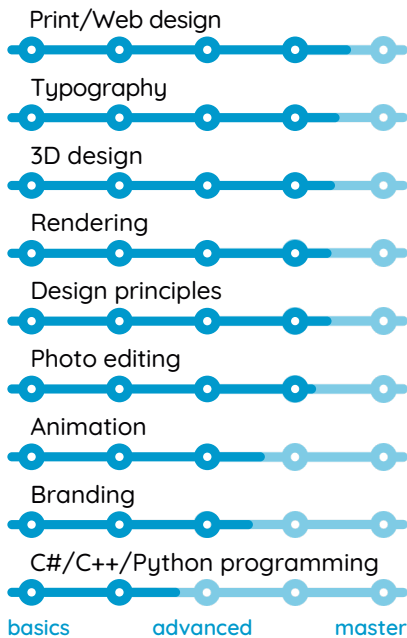
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WEBSITE

ROGOWSKA.EU

MAŁGORZATA ROGOWSKA

SKILLS



My experience in graphic design started in 2016. Since then I have been an active participant in Students Association for Robotic Research SkaNeR at Lodz University of Technology and the coordinator of the International Robotic Contest Sumo Challenge. In addition to making robots from scratch, I was also involved in creating Sumo Challenge visual identity. It is the great opportunity to develop the field of robotics as well as graphic design.

Recently, I have also been creating graphics for the National Competition for Team Development of Computer Games.

I also gained experience in 3D modeling, rendering and animation making especially in Autodesk both Fusion360 and Inventor. Currently I am modeling in Blender and Maya.

SOFTWARE



Illustrator



Photoshop



CorelDraw



PaintShop Pro



Affinity



Blender



Fusion 360

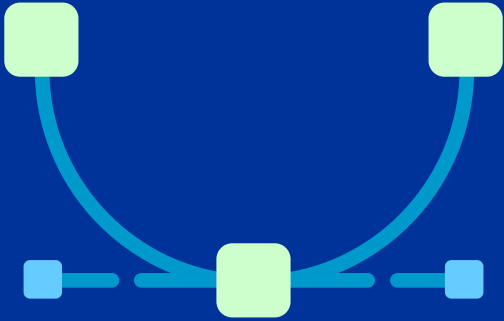


MS Office



Figma

2D





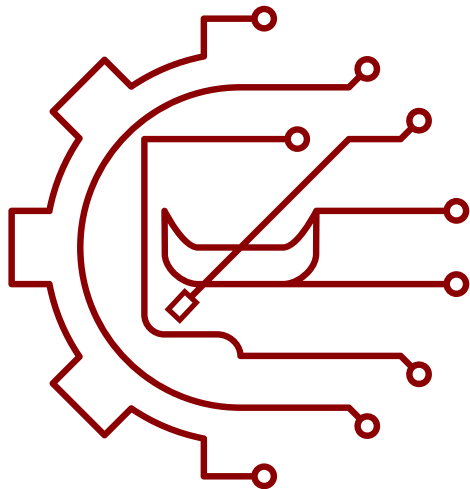
BRAND IDENTITY





REBRANDING

As part of my studies, I rebranded the logo of Lodz University of Technology and created project of a bilingual business card for university employees.



Politechnika Łódzka

krój pisma: Quicksand SemiBold, 8 pt, kolor white

krój pisma: Quicksand Medium, 6 pt, kolor 40% black

krój pisma: Quicksand Regular, 6 pt, kolor 40% black

krój pisma: Quicksand Medium, 6 pt, kolor white

Konstancjusz Romatowski herbu
Drogomir

PhD, DSc

<stanowisko>

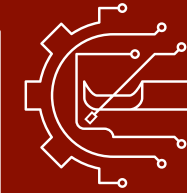
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Poland 90-924, Lodz
Wolczanska 215 Street, B9 building



Lodz University
of Technology

Institute of Information
Technology

krój pisma: Quicksand Medium, 6 pt, kolor Pantone 1815 CVC

krój pisma: Quicksand SemiBold, 8 pt, kolor 100% black

krój pisma: Quicksand Regular, 6 pt, kolor Pantone 1815 CVC

krój pisma: Quicksand Medium, 6 pt, kolor 100% black

dr hab. inż.

Konstancjusz Romatowski herbu
Drogomir, prof. Uczelni

<stanowisko>

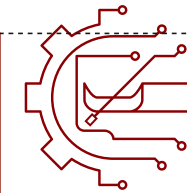
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fax: +48 42 111 22 33

ul. Wólczańska 215, budynek B9
90-924, Łódź



Politechnika Łódzka
Instytut Informatyki

8,5 mm

52,6 mm

8,5 mm

5,7 mm

51,9 mm

85 mm



LOGO



2019 - currently



2018 edition



SPONSORS AND INVITATIONS



Banner of a platinum sponsor of the National Competition for Team Development of Computer Games (ZTGK).

Invitation to the National Competition for Team Development of Computer Games (ZTGK) with sample text.

Projects for ZTGK were created by me with Jarosław Andrzejczak and Rafał Szrajber.



SOCIAL MEDIA





PRINT

Event badges for participants, judges, organisers and media.





PRINT



Informational leaflet



POSTERS



<https://skaner.p.lodz.pl> 90-944 Łódź, ul. B. Stefanowickiego 18/22, budynek A10, obok sali E10
@skaner@info.p.lodz.pl Skontaktuj się z nami mailowo lub przez stronę internetową.

SkaNeR Group
recruitment poster



Informational poster about the International Robot Contest
Sumo Challenge (2019 - left, 2018 - right)





CLOTHES



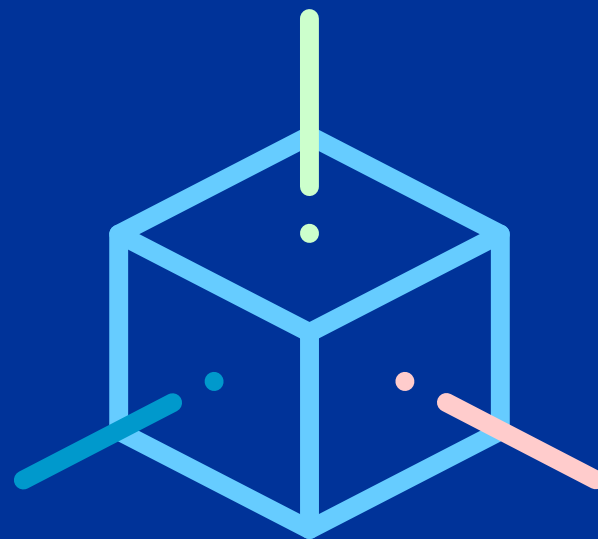


GAMES

During my master's studies, I was working on pixel mobile game with the goal protecting bees and producing honey, which was presented at ZTGK 2021 and was qualified to TOP3 in Mobile Games category as well as was awarded for good gameplay, aesthetically pleasing visuals and additional values and messages that guided our team.

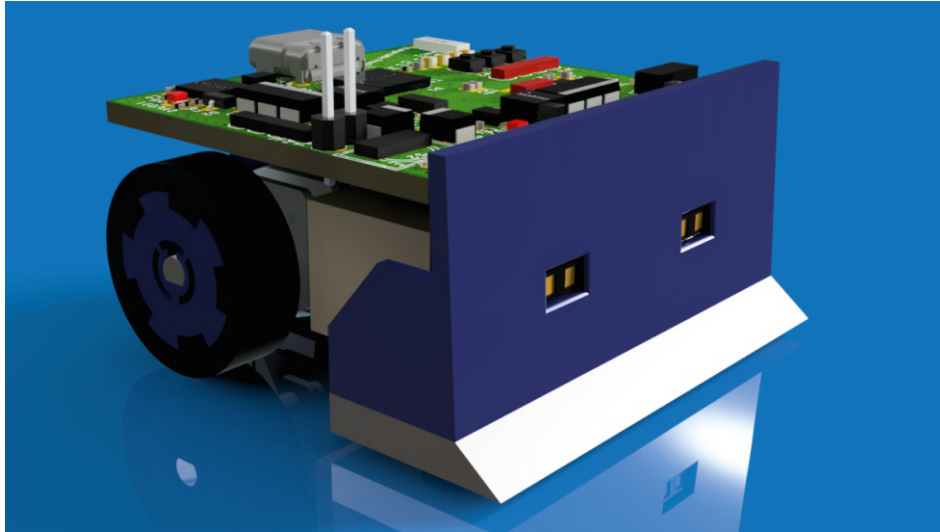


3D



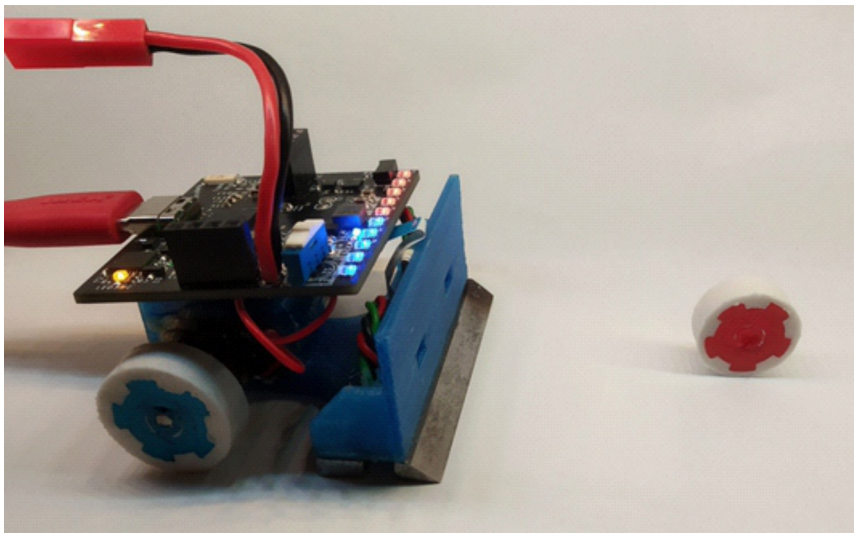


ROBOTS

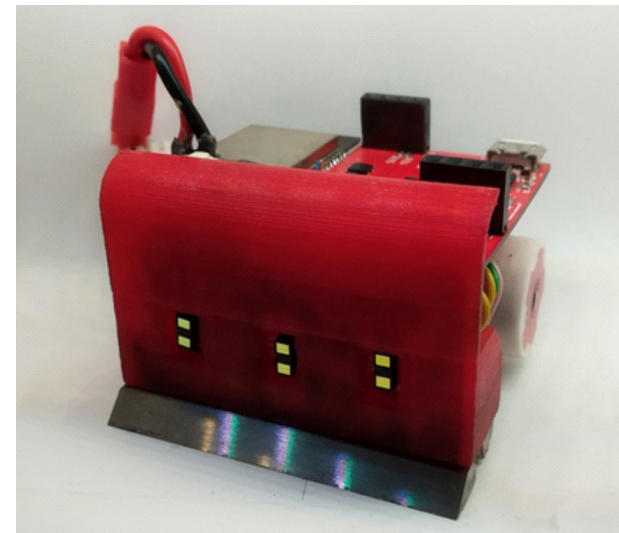


3D model of MicroSumo mobile robot.

I used 3D model of robots to generate elements for 3D printing as well as to validate my design.



MicroSumo mobile robot.

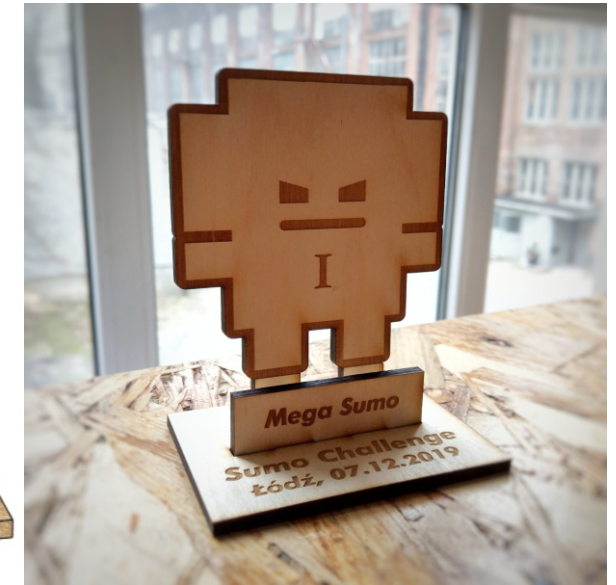


Previous version of MicroSumo mobile robot.

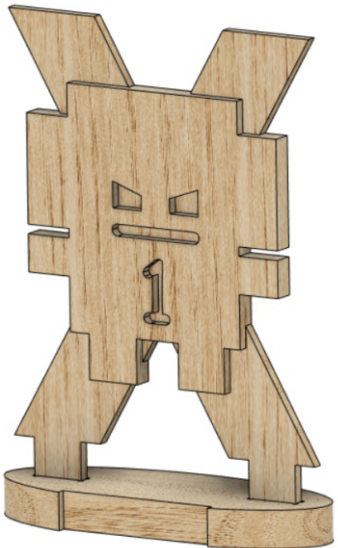


STATUETTES

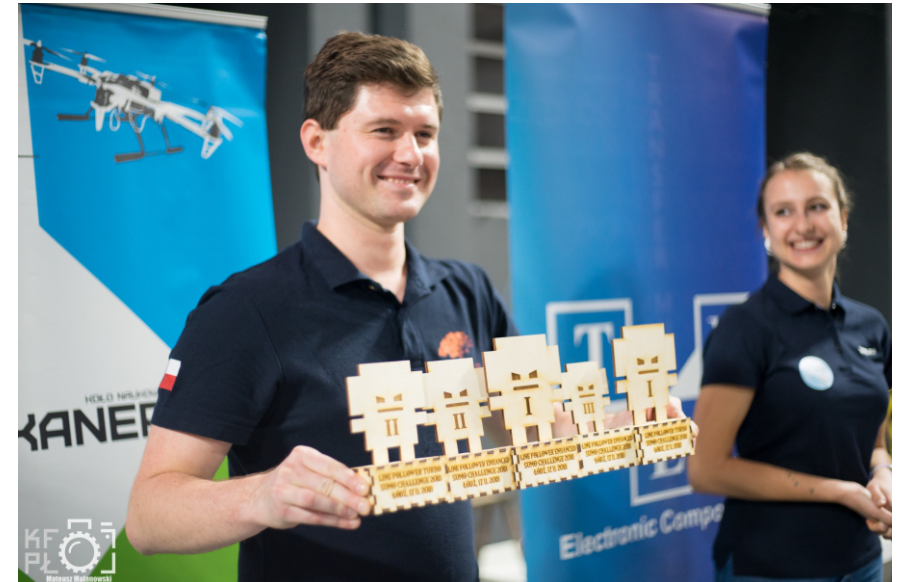
Statuettes for winners at International Robots Contest Sumo Challenge (2017–2019). 2017 edition was designed for CNC production and 2018 and 2019 editions were made by laser cut.



2019 edition – model (left), statuette (right)



2017 edition – model (left), production (right)



2018 edition



APARTMENT DESIGN

One of my projects is creation of apartment according to real dimensions.





3D CHARACTERS

As a part of my master thesis, I created 3D character from scratch and prepared it for animation





GAMES

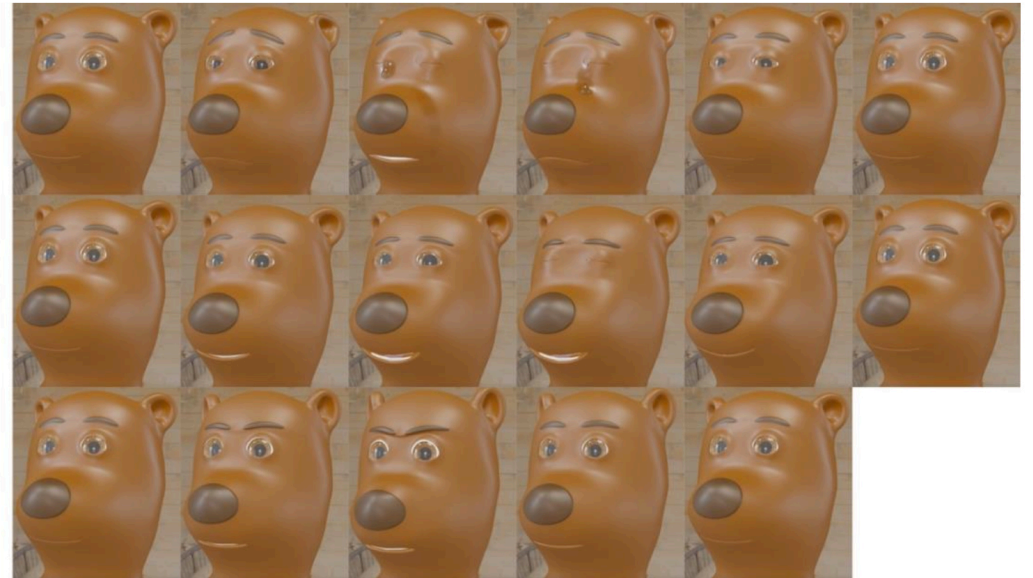
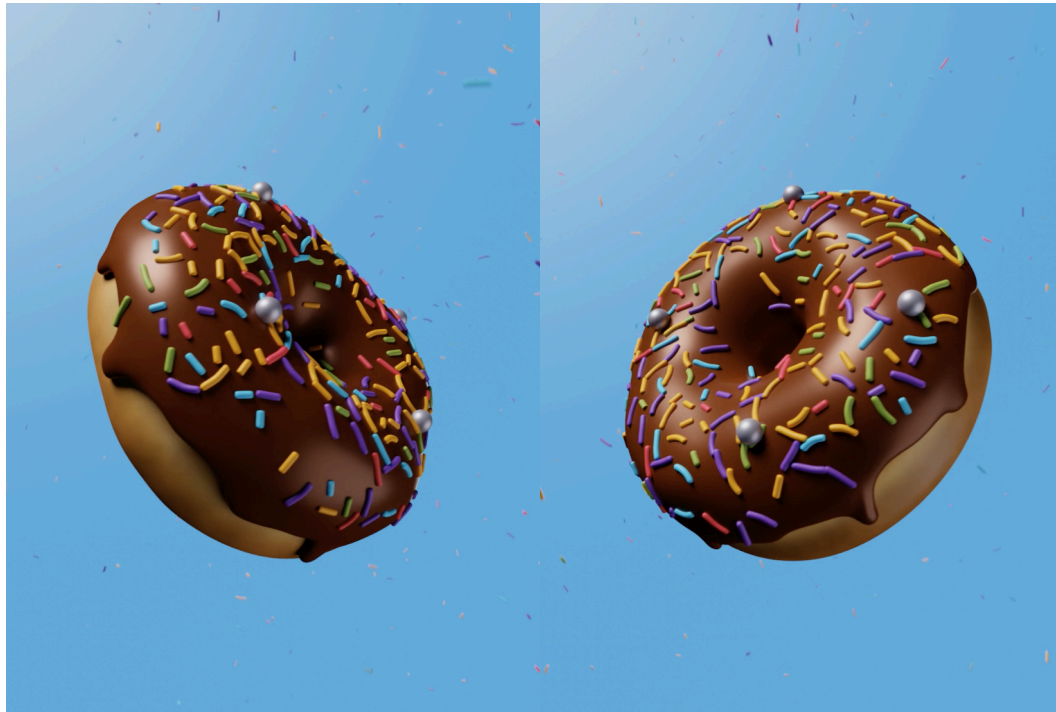
As part of my studies, I also create assets for games.





ANIMATION

I also create animations.





THANK YOU

PORTFOLIO

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