Nick Gonsowski

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PROFESSIONAL SUMMARY

Graphic Designer of 7 years, specializing in brand development, UX/UI design, and print production, with the ability to manage projects from concept through final execution. Combines creative strategy with technical knowledge to create cohesive, user-focused designs across digital and physical media. Works directly with clients and both internal and external creative teams to develop and maintain strong brand identities.

WORK EXPERIENCE

Creative Director at Proper Villains, LLC
March 2023 – Present

- Develop brand standards and oversee their implementation to maintain brand consistency across projects for over 100 companies and organizations.
- Design branding, websites, and promotional materials for clients across a variety of industries, including college sports, real estate, music, and information technology.
- Led the rebranding of Proper Villains' Creative Marketing division, BiZnected.
- Serving as Art Director for the video game *Ninja Vanish*, developing the game's art style and designing 2D and 3D assets, menus, and user interface.

UX/UI Designer for Rail Route at Bitrich.info LTD
August 2022 – March 2023

- Lead designer for the visual redesign of the Rail Route game interface, creating new menus, graphics, and animations for the development team to implement.
- Redesigned the company website to improve usability, navigation, and its experience across desktop and mobile screens.
- Working with the marketing and development teams to design promotional graphics for steam and social media.

Graphic Designer at The University of Arizona, Enrollment Marketing
April 2019 – May 2020

- Designed print and digital marketing materials, including postcards, brochures, presentations, and graphics for prospective students.
- Worked with designers and marketing staff to create campaigns using University of Arizona brand guidelines, reusable templates, and shared photo assets.

Print Technician at The University of Arizona, College of Arts
August 2018 – December 2018

- Prepared files for digital printing, checking artwork for sizing, resolution, and other production requirements.
- Operated printing equipment, finished printed materials, and helped customers troubleshoot file issues before printing.

EDUCATION

UX/UI Design & Frontend Development Certification, The University of Arizona
November 2020–June 2021

Bachelor of Fine Arts: Studio Art, Illustration & Design, The University of Arizona
August 2016–May 2020

SKILLS

Tools: Adobe Creative Suite (Photoshop, Illustrator, InDesign, Premiere Pro, After Effects, XD), Figma, Canva, WordPress, Elementor, Microsoft Office, HTML/CSS

Creative: Graphic Design, Brand Development & Management, UX/UI Design, Responsive Web Design, Print Layout Design, Print Production/Prepress, Digital Design, Vector & Raster Graphic, Presentation Design