TANY DOUREV
INTERACTION & VISUAL DESIGNER

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ABOUT

Canada-based designer with an interest in helping users explore the digital world through unique and innovative designs. Specialized in design research and deriving user-friendly solutions through prototyping.

EXPERIENCE

Graphic Designer

RW Digital Marketing Agency (Aug 2021 - Present)

- Produced multimedia content for the agency's social media networks to drive engagement and interaction. Topics include digital marketing news, community events & holidays, client project showcases and agency services.
- Defined and implemented new branding standards for the agency's social media networks and website.
- Designed and maintained client websites, ensuring content validity and compliance with web accessibility standards.
- Excelled in remote communications, facilitating effective project feedback and task organization.

Student Content Designer

Brock University (Nov - Dec 2021)

- Designed promotional print and digital materials for Brock University's "PhD in Interdisciplinary Humanities" program within the Faculty of Graduate Studies.
- Adhered to university branding standards for digital content, ensuring consistency in brand application.
- Collaborated with the program Chair to establish quality standards for assets and project feedback.

Digital Archival Program Assistant

St. Catharines Museum (Nov - Dec 2020)

- Assisted in migrating biographical information from the Sports Hall of Fame website to digital format.
- Created stylized documents following the city's brand guidelines and high-level accessibility standards for digital content.
- Collaborated with the Cultural Coordinator for project feedback, document sharing and task organization.

EDUCATION

Bachelor of Arts
Brock University
(2021 - 2023)

Interaction Design
Sheridan College Institute of Technology
(2019 - 2021)

SKILLS

Design: Graphic & visual design, typography, brand design, social media marketing, packaging design, UX/UI design.

Prototyping: Market research, user experience mapping, data & task analysis, personas, wireframes & user flows, UX testing.

Game Development: A/B testing, documentation, gameplay optimization, level & narrative design.

SOFTWARE

Adobe Creative Cloud: Photoshop, Illustrator, InDesign, After Effects

Web Design: HTML5, CSS, JavaScript, Visual Studio Code, WordPress

3D Workspace: Blender, Rhino

Game Development: Unreal 5

Prototyping: Figma

Project Management: Github, Notion

Microsoft Office & Google Suite

CERTIFICATIONS

TPCS 2: Ethical Conduct for Research Involving Humans
Government of Canada (Sept 2020)

LANGUAGES

English: Native/advanced fluency.

Bulgarian: Native/advanced fluency.

French: Intermediate fluency.