

TANY DOUREV

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Industry Experience

Graphic Designer @ RW Digital Marketing Agency

AUG 2021 – PRESENT • RICHMOND, BC (REMOTE)

- Created multimedia posts for the agency's social media feeds on digital marketing topics, community events & holidays, and client project showcases.
- Collaborated with mentor and agency clients on web design projects.
- Strengthened agency branding and guidelines through visual assets.
- Excelled in efficient remote communication routines for project feedback, document sharing and organization of tasks/deadlines.

Student Design Assistant @ Brock University

NOV 2021 – DEC 2021 • ST. CATHARINES, ON

- Designed promotional print and digital materials for Brock University's PhD in Interdisciplinary Humanities program within the Faculty of Graduate Studies.
- Worked directly with program chair to establish quality standards for assets and breakdown of deadlines for tasks.

Digital Program Assistant @ St. Catharines Museum

AUG 2021 – PRESENT • ST. CATHARINES, ON

- Assisted in the migration of biographical information and data from the city's former Sports Hall of Fame website to PDF format.
- Created stylized documents that followed brand guidelines and met highlevel accessibility standards for better user experiences.

Certifications

Ethical Conduct for Research Involving Humans (TCPS 2: CORE)

Obtained SEPT 2020 • GOVERNMENT OF CANADA

Provides ethics guidance that is applicable to all research involving human participants. Certified by the Government of Canada as part of the Tri-Council Policy Statement (TPCS 2).

Education

Bachelor of Arts

Interactive Arts & Sciences

BROCK UNIVERISTY • 2021 – 2023

Interaction Design

SHERIDAN COLLEGE INSTITUTE OF TECHNOLOGY • 2019 – 2021

Skills

Design: Graphic & visual design, typography, brand identities, style guidelines, social media marketing, print & packaging design, UI design.

Prototyping: Documentation, user experience mapping, persona development, wireframes & user flows, UX testing.

Research: Data & task analysis, A/B testing, design sprints, qualitative/quantitative research practices.

Software Tools

Adobe Creative Cloud: Photoshop, Illustrator, InDesign, XD, After Effects, Acrobat DC

Prototyping: Figma, Miro

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

Project Management: Github, Notion, Asana

3D Workspace: Blender, Rhino, Chaos V-Ray

Game Development: Unreal 5

Microsoft Office & Google Suite

Languages

English: Fluent in reading, writing, speaking.

Bulgarian: Fluent in reading, writing, speaking.

French: Intermediate proficiency.