

TANY DOUREV

INTERACTION & VISUAL DESIGNER

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› ABOUT

👋 Hello! I'm a multidisciplinary interaction & visual designer based in Canada. Specializing in designing intuitive and accessible solutions to creative problems through research. A one-woman show, characterized by intense attention to detail and a goal to always be learning.

› EXPERIENCE

Graphic Designer

RW Digital Marketing Agency (Aug 2021 - Present)

- Developed engaging multimedia content for the agency's social media platforms. Content covered topics such as digital marketing trends, community events, holidays, client project highlights, and agency service promotions.
- Established and enforced new branding guidelines across the agency's social media channels and website, enhancing brand consistency and recognition.
- Designed and launched responsive, brand-consistent websites for clients, ensuring compliance with web accessibility standards and content accuracy.
- Excelled in remote communications, facilitating effective project feedback and task organization.

Student Content Designer

Brock University (Nov - Dec 2021)

- Created impactful promotional print and digital materials for Brock University's "PhD in Interdisciplinary Humanities" program within the Faculty of Graduate Studies, effectively attracting prospective students.
- Ensured brand consistency by strictly adhering to university branding standards in all digital content.
- Collaborated closely with the program Chair to define and maintain high-quality standards for design assets and streamlined project feedback processes.

Digital Archival Program Assistant

St. Catharines Museum (Nov - Dec 2020)

- Facilitated the digital migration of biographical content from the Sports Hall of Fame website, ensuring accurate and efficient data transfer.
- Designed visually appealing documents in alignment with the city's branding guidelines and digital accessibility standards.
- Worked closely with the Cultural Coordinator to streamline project feedback, document sharing and task management.

› EDUCATION

Master of Arts in UX & Service Design

Munster Technological University
(2024 - 2025)

Bachelor of Arts (BA Honours)

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, web 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, Acrobat

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

Prototyping: Figma, Miro

Project Management: Github, Notion, Asana

3D Workspace: Blender, Rhino

Game Development: Unreal 5, Unity

Microsoft Office / Google Suite

› CERTIFICATIONS

TPCS 2: Ethical Conduct for Research Involving Humans

Government of Canada (Sept 2020)