

TANY DOUREV

CONTACT DETAILS

- ✉ tanydourev@gmail.com
- in linkedin.com/in/tanydourev
- 🌐 tanydourev.github.io

INTERACTION DESIGNER ♦

SKILLS & TOOLS

- **Adobe Creative Cloud**
Photoshop, Illustrator, InDesign, XD, After Effects, Acrobat DC.
- **Research & Development**
Documentation, UX design, persona development, prototyping, Figma, Asana, Notion.
- **Graphic Design**
Typography, brand design, social media marketing, print design.
- **Web Design**
HTML5, CSS, JavaScript, Bootstrap 5, Visual Studio Code, Brackets, WordPress, Elementor, Github.
- **3D Workspace**
Blender, Rhino, Chaos V-Ray.
- **Game Design**
Unreal 5, world design, level design, MDA framework, UI design.
- **Microsoft Office**
Word, Excel, Powerpoint, Outlook, Teams.

EDUCATION

- **Bachelor of Arts (Honours)**
Interactive Arts & Sciences
Brock University (2021 — 2023)
- **Interaction Design**
Sheridan College Institute of Technology (2019 — 2021)

LANGUAGES

- **English & Bulgarian**
Fluent in reading, writing, speaking.
- **French**
Working proficiency.

INDUSTRY EXPERIENCE

Graphic Designer

AUG 2021 — PRESENT @ RW Digital Marketing Agency

- Created multimedia posts for the agency's social media feeds (service promotions, supplementary graphics for blog features, showcases of client work, educational content for SEO and digital marketing).
- Excelled in efficient remote communication routines for project feedback, document sharing and organization of tasks/deadlines.
- Collaborated with mentor and agency clients on web design projects involving HTML/CSS skills, WordPress and Elementor.
- Strengthened company identity and image through the creation of promotional assets that follow the agency's branding guidelines.

Student Design Assistant

NOV 2021 — DEC 2021 @ Brock University

- Created 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.
- Employed the use of video software to edit content featuring interviews from alumni, professors and students.

Digital Program Assistant

NOV 2020 — DEC 2020 @ St. Catharines Museum

- Created stylized documents that followed brand guidelines and met high-level accessibility standards for better user experiences.
- Assisted in the migration of biographical information and data from the city's former Sports Hall of Fame website to PDF format.
- Invoked copywriting skills to supplement biographical content on the city's new website via iCreate software.