TANY DOUREV
INTERACTION & VISUAL DESIGNER

🌐 tanydourev.github.io
✈ tanydourev@gmail.com
in linkedin.com/in/tanydourev

ABOUT

Canada-based designer with an interest in helping users explore the digital world through fun and out-of-the-box designs.

EXPERIENCE

Graphic Designer

RW Digital Marketing Agency (Aug 2021 - Present)

- Produced multimedia content for the agency's social media networks. Topics include digital marketing content, community events & holidays, client project showcases, and agency-related news.
- Defined new branding standards and guidelines for application on the agency's social media networks and website.
- Designed and maintained client websites, ensuring validity of content and compliance with web accessibility standards.
- Excelled in efficient remote communication routines for project feedback, document sharing and organization of tasks/deadlines.

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 the university's branding standards and guidelines for digital content.
- Worked directly with program chair to establish quality standards for assets and breakdown of deadlines for tasks.

Digital Archival Program Assistant

St. Catharines Museum (Nov - Dec 2020)

- Assisted in the migration of biographical information and data from the city's former Sports Hall of Fame website to digital format.
- Created stylized documents that followed the city of St. Catharines' brand guidelines and standards for high-level accessibility.
- Collaborated with the city's Cultural Coordinator for project feedback, document sharing and organization of tasks/deadlines.

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, 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.