# TANY DOUREV

# INTERACTION DESIGNER ◆

#### CONTACT DETAILS

- **(**289) 696-5354
- tanydourev@gmail.com
- inkedin.com/in/tanydourev
- tanydourev.github.io

# **SKILLS & TOOLS**

#### **Adobe Creative Cloud**

Photoshop, Illustrator, InDesign, XD, After Effects, Acrobat DC.

#### **Research & Development**

Documentation, user experience mapping, 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**

Strong interest in Unreal 5, world design, level 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.
- b 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.