TANY DOUREV

tanydourev@gmail.com ⁕ www.tanydourev.com ⁕ linkedin.com/in/tanydourev

⁕ EXPERIENCE

Graphic & Web Designer @ RW Digital Marketing Agency ⁕ Aug 2021 – Present

Leading design operations for the agency's consumer-facing social platforms, in-house graphics and merchandise development. Designing and launching responsive, brand-adherent and accessibility-friendly websites for clients. Optimizing agency presence using analytics and SEO strategies.

Visual Marketing Lead @ WolfPack Game Design ⁕ Oct 2024 – Present

Leading visual design operations through global collaboration with the Community & Marketing team. Designing branding materials for the studio's website and marketing needs. Engaging with gaming communities through social platforms to further studio exposure and recruiting efforts.

Design Workshop Leader @ Brock University ⁕ Feb 2025

Led a design workshop as an industry professional for students in the IADM 2P08 "Competencies in Interactive Digital Media" course. Educated students on the origins of typography, fonts and applications within the gaming industry; coordinated practical activities for type design throughout workshop duration.

Student Content Designer @ Brock University ⁕ Nov 2021 – Dec 2021

Created impactful print and digital marketing materials for promotion of the university's PhD in Interdisciplinary Humanities program, adhering to university branding guidelines.

Digital Archival Program Assistant @ St. Catharines Museum ⁕ Nov 2020 – Dec 2020

Facilitated the digital migration of biographical data from the St. Catharines Sports Hall of Fame website to digital designs, adhering to City branding guidelines and accessibility requirements.

⁕ EDUCATION

M.A in User Experience & Service Design — Munster Technological University ⁕ Sep 2024 – Aug 2025

B.A. Honours in Interactive Arts & Digital Media — Brock University ⁕ Sep 2021 – Apr 2023

Interaction Design — Sheridan College ⁕ Sep 2019 – Apr 2021

⁕ SKILLS & SOFTWARE

Design: Adobe Creative Cloud (Photoshop, Illustrator, InDesign); graphic & digital design; branding & identity design; packaging & print design; typography; 3D design (Blender); video editing (Adobe Premiere, Adobe After Effects, Vegas Pro).

Research & Prototyping: Qualitative/quantitative research methods; data & task analysis; personas; journey mapping; wireframe & prototype development (Figma); user testing & analysis; technical documentation.

Web Development: HTML/CSS/JavaScript; Visual Studio Code; Webflow; WordPress; GSAP.

Project Management & Analytics: Confluence; Jira; Github; Asana; Google Analytics; Google Ads.

⁕ CERTIFICATIONS

TCPS 2: Ethical Conduct for Research Involving Humans — Government of Canada ⁕ Sep 2020