Dima Doulov

UI/UX, Web, and Multimedia Designer, based in Toronto

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Summary

I'm a problem solver at heart and have a passion for creating systems that solve user needs and ultimately make people's day. My extensive skill set paired with my deep empathy for users helps me deliver effective design solutions.

Skills

Design + Method	Code	Tools	Web + Software
Storyboarding, Wireframing	HTML5	XD, Figma	Shopify
Prototyping	CSS/SCSS	Photoshop	WordPress, Webflow
Digital Marketing	JavaScript	Illustrator	Wix, Squarespace
Web Design/Development	C++	Premiere	VSCode, Android Studio
Graphic Design	C#	After Effects	Maya, Blender
Agile/Scrum	Python	InDesign	Unity, Unreal

Work Experience

2019 - 2020   **Graphic & Web Designer/Developer + UI and UX Designer**
Corporate Renaissance Group
Managed, designed, and integrated a full UI/UX redesign for an enterprise-level B2B SaaS employee performance management solution. Created mockups and wireframes and collaborated with team members at every step.
Led design, management, and optimization of all company websites using WordPress. Designed landing pages, print layouts, email blasts, created websites for clients, promotional material for company events, among other tasks.

2019 -   **Co-Founder**
Mont Remo - Digital Marketing & Consultation
Bootstrapped a marketing business with a colleague. We help businesses to develop their online presence and give clients the keys to succeed in today's digital ecosystem. Specializing across web & graphic design, branding, advertising, UI/UX, and 3D. Built custom websites for multiple clients using WordPress, Webflow, and Shopify.

2019 -   **UI and UX Designer/Lead Artist**
Clone Hero - Popular PC Rhythm Game
Actively developing a video game played by over 170,000 monthly users, along with the upcoming sequel.
Designed a UI overhaul for a major update and developed a social marketing campaign to promote the release.

2017   **Research Assistant/Web Designer**
Creative Interactions Lab, Carleton University
Conducted research in deformable technology through projects spanning hardware and software, including the creation of the world's first fully analog bendable game. Built and managed a website for CLUE, using WordPress and Carleton's CMS. Integrated easy-to-manage event scheduling to the website, which is still active today.

Education

Bachelor of I.T, Interactive Multimedia & Design (Co-op)
Carleton University, 2014 - 2019 | CGPA: 10.43/12

Advanced Applied Arts Diploma, Interactive Multimedia & Design
Algonquin College, 2014 - 2019

Awards

Deans' Honour List x3
Entrance Scholarship x4
NSERC Undergraduate Research Award