



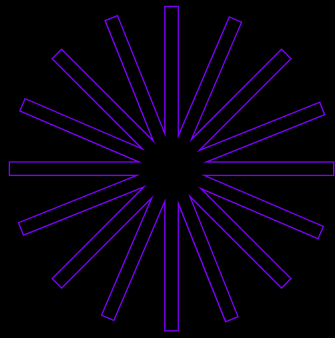
PRESENTATION TEMPLATE

PORTFOLIO

Creative



ABOUT ME



Hi. I'm Dominique.

I create:

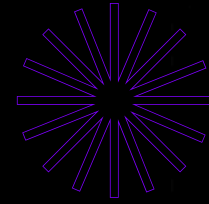
- Covers for books, music and podcasts
- Custom art texts: descriptions of goods and services for creative brands, posts for social networks
- Worlds and ENT for authors and projects with atmosphere

I'm close to stories where it's not the noise that matters, but the aftertaste.

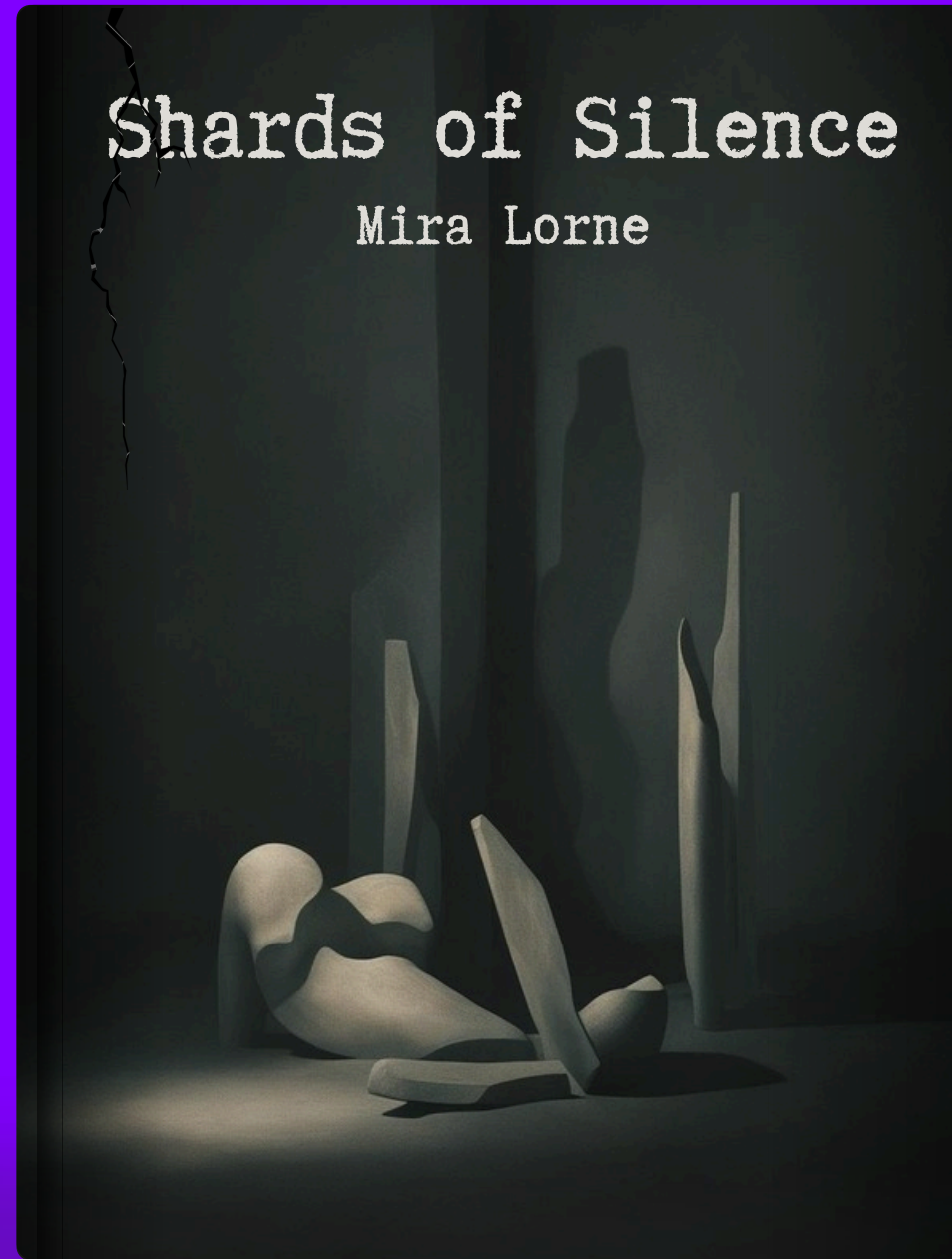
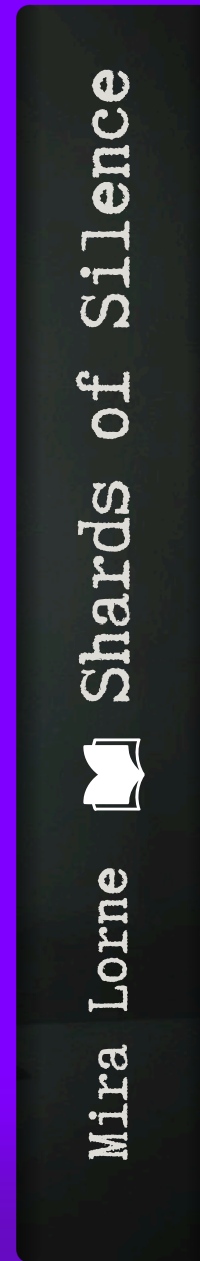
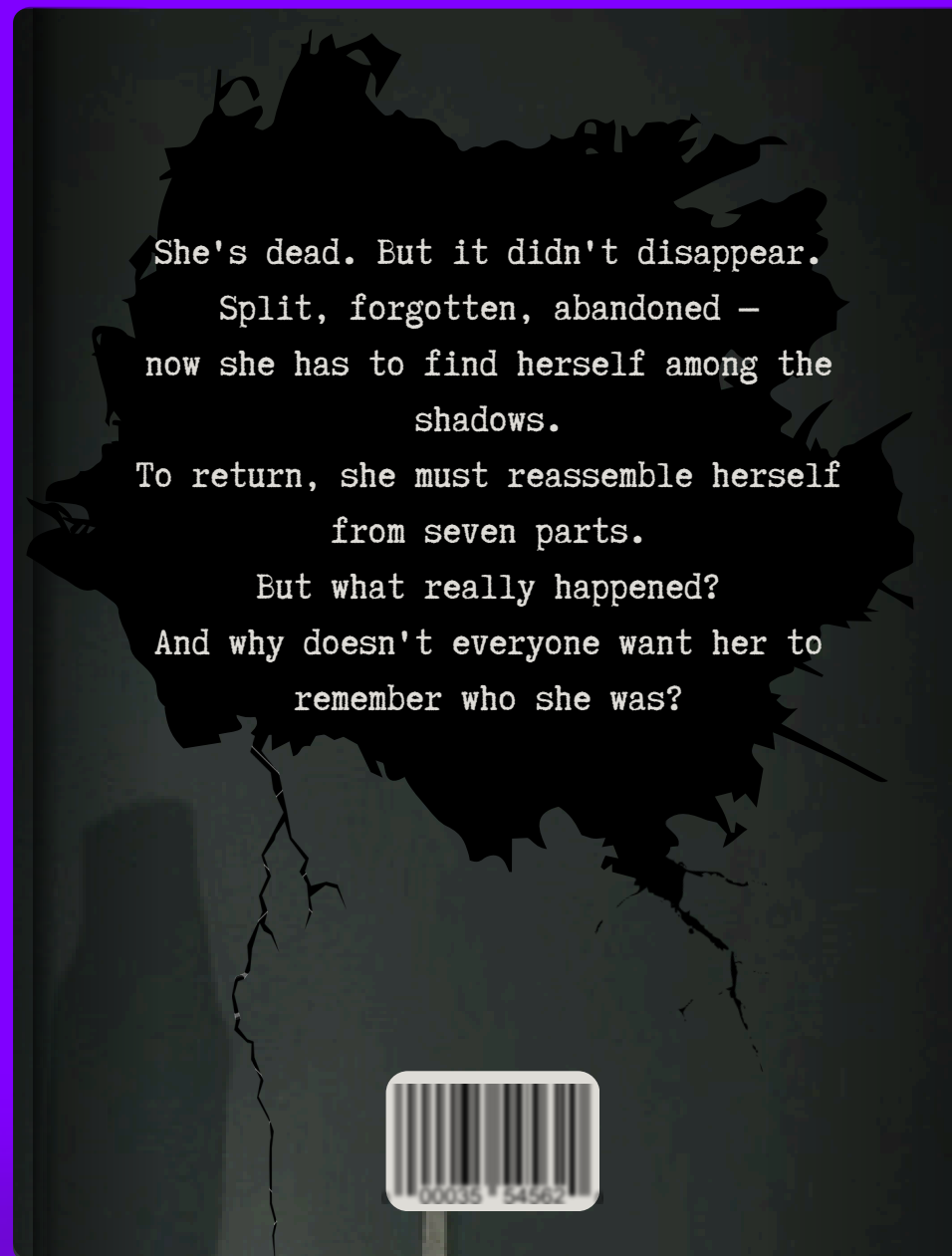
Where feelings are not put on display, but hidden between the lines.

I don't work with templates — I create a mood.

If you just need "something beautiful", I may not be suitable. But if it's important for you to feel the work, then you're not here by accident.



Introduction



PROJECT 1

Project

Cover and abstract for the book
“Shards of Silence”

The goal: to create a visually and emotionally complete composition — cover + annotation, which reflect the atmosphere of the book.

Wishes:

- Minimalism
- A hint of the plot, but without a direct retelling
- Mystery
- Style can be chosen: either lyrics, philosophy, or light drama
- Atmosphere: muted colors, images, shadows, maybe a lone figure, fragments of a broken one.

result

She's dead. But it didn't disappear.
Split, forgotten, abandoned —
now she has to find herself among the shadows.
To return, she must reassemble herself
from seven parts.
But what really happened?
And why doesn't everyone want her to remember who she was?

Product card:

Set
of scented candles
“Evening Calm”
4 pieces

Evening Calm

Set of 4 scented candles



*Perfect for evenings when you
want to relax and feel the
warmth.*

Project

comfort in every detail

PROJECT 2

Task:

- You need to write the text of the product card for the marketplace (for example: Ozon, Wildberries, Yandex.Market).
- The tone is warm, friendly, and informative. To convey the atmosphere of magic



PROJECT 3

Project:
Indie Psychological Horror Game

Terms of Reference (Abbreviated)

Item: In-Game Memo Document

Format: Handwritten note on aged paper, found in an abandoned building (Dorm 7)

Goal:

To create an atmospheric text that evokes anxiety and a sense of impending threat.

The note should immerse the player in the game's world and function as part of the environment, without directly explaining the events.

I left the light on,
Or maybe I just wanted someone
to think I was here.

During the day, everything is silent.
But at night... at 3:12 something
begins to change shape. It doesn't
make noise, doesn't knock,
it breathes inside the wall.

I counted the footsteps. First seven,
then six, and then they started repeating.
The same. The same.

If you're reading this —

Don't answer if someone calls
your name. Even if it's your voice.

I tried to hide the mirror.
It's still watching.

TOGETHER

let's Work



Dominica.harper

I work with both Russian-speaking and English-speaking clients through various freelance platforms.

My experience adapting to different tasks and markets helps me find the right tone and style for each project.

I'm open to new and meaningful collaborations.

