

Location: LVIV, UKRAINE

Portfolio: nadinekovalchuk.art

Freelancer Profile: [Upwork](#), [LinkedIn](#)

Email: BUSINESS@NADINEKOVALCHUK.ART

NADINE KOVALCHUK - Storyboard Artist

SKILLS

- knowledge of classical 2D animation;
- good knowledge of the fundamentals of drawing;
- understanding of the rules of perspective and composition;
- the ability to draw freehand on tablet as well as on paper;
- good knowledge of the three arc structure of storytelling;
- some acting skills;
- excellent time management skills;
- ease of communication;
- pro-active (take initiative in solving things);
- good learner

SOFTWARE KNOWLEDGE

- ★★★★★ Toon Boom Harmony
- ★★★★☆ TV Paint
- ★★★★☆ Toon Boom Storyboard
- ★★★★☆ Callipeg
- ★★★★☆ Adobe Photoshop
- ★★★★☆ Clip Studio Paint

EXPERIENCE

[GS Animation](#) — *Freelance Clean-Up Animator (2D)*

JANUARY 2023 - SEPTEMBER 2023

I've been working in a traditional animation technique (frame-by-frame)

My responsibilities as a clean-up animator were:

- produce clean outline and color all frames of characters and FX animation provided by rough animators;
- basic compositing: combing all assets mentioned in the storyboard;;
- minor adjustments of rough animation;

I also had experience in creating rough frame-by-frame animation of scenes based on a provided animatic reference.

[Wonder Mill Cosmos](#) — *Freelance Illustrator*

JANUARY 2022 - JANUARY 2023

Created poster images for short stories.

My responsibilities were:

- creating concepts of fiction characters;
- creating characters' designs based on photos of real people;
- searching for proper composition, tonal and color solutions;
- finalizing illustrations by drawing clean lineart and detailed coloring.

[PANDA GmbH](#) — *Freelance Character Designer, Storyboard Artist, 2D Character Animator*

AUGUST 2019 - MARCH 2022

Created visual materials for marketing needs.

My responsibilities were:

- creating designs of the characters that represent the company;
- creating illustrations for company's inner documentation;
- creating various illustrations with the company's characters for occasional needs;
- creating illustrations for T-shirt designs;
- creating a storyboard for the company's promo video;
- animating the characters for the company's promo video;

[Weather Creative](#) — *Freelance Concept Artist & 2D Character Animator*

APRIL 2018 - JULY 2019

Created concepts of a cat character and environments for a weather mobile app.

My responsibilities were: :

- developing a concept of a cat character including emotions, gestures and its properties;
- developing concepts of environments;
- creating mockups of app wallpapers which represent different weather forecast;
- creating gif animations of a cat character.

EDUCATION

[Prjctr Online Institute](#) prjctr.com — *Animated Films Direction*

September 2023 - ongoing

[Prjctr Online Institute](#) prjctr.com — *Storyboarding*

November 2022 - February 2023

[Conceptart Education School](#) conceptart.education — *Character Development for Game and Film Industry*

2016

[California College of Arts](#) ([online course](#)) — *Comics: Art in Relationship*

February 2016 - May 2016

National Technical University Kharkiv Polytechnical Institute — *Master's
Degree in Information Technology*

2007 - 2013