

NADINE (NADIYA) KOVALCHUK

Location: Lviv, Ukraine

Email: business@nadinekovalchuk.art

I'm a storyboard artist and 2D animator who specializes in frame-by-frame animation and is interested in professional growth as an animation director.

DEMO REELS

<https://nadinekovalchuk.art/animation/>

<https://nadinekovalchuk.art/storyboards/>

SOCIAL MEDIA

[Upwork](#)

[LinkedIn](#)

[Instagram](#)

EXPERTISE

ANIMATION:

- directing of music clips and short films
- animatics
- storyboarding
- clean up
- rough animation

COMIC ART:

- layout
- penciling
- inking
- coloring

CHARACTER DESIGN:

- collecting references and generating ideas
- rough and detailed sketching
- turnaround (front, side, back, ¾ views)
- gestures and emotions

SOFTWARE PROFICIENCY

- ★★★★★ Toon Boom Harmony
 - ★★★★★ Toon Boom Storyboard
 - ★★★★★ Procreate Dreams
 - ★★★★★ Adobe Photoshop
 - ★★★★☆ TV Paint
 - ★★★★☆ Adobe Character Animator
 - ★★★☆☆ Adobe Illustrator
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SKILLS

HARD:

- good knowledge of the principles of animation, rules of perspective, color, framing and composition
- understanding of montage principles and camera work in filmmaking
- knowledge of animation production
- the ability to efficiently visualize scripts and storylines
- the ability to draw freehand on tablet as well as on paper

SOFT:

- I stand for positive, open and fast communication
 - excellent time management skills
 - pro-active (I take initiative in solving issues)
 - details-oriented
 - good learner
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EXPERIENCE

8 OCTOPI, a music band (Switzerland) — *Animation Director, Storyboard Artist, 2D Animator (Music Clip: Warm Smiles)*

2023 - 2024

Super Science Showcase, an educational multimedia brand (USA) — *2D Character Animator, Comic Artist, Character Designer, Illustrator*

2019 - 2024

GS Animation, an animation studio (Poland) — *Clean-Up & Rough 2D Animator (Project: Boy & Dragon Season 3)*

2023

Wnews Video | Delight Stories, short animated videos for YouTube & Facebook platforms — *Storyboard Artist*

2022

PANDA GmbH, an industrial machinery manufacturing company (Germany) — *Storyboard Artist, 2D Character Animator, Character Designer, Illustrator*

2019 - 2022

EDUCATION

Animated Films Direction & Storyboarding with Oleh Malamuzh — *Projector Institute*

2022 - ongoing

Character Development for Game and Film Industry with Vladis Fender — *Conceptart Education*

2016

Comics: Art in Relationship with Matt Silady — *California College of Arts*

2016

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

2007 - 2013