NADIIA KOVALCHUK

Location: Lviv, Ukraine

Email: business@nadinekovalchuk.art

Telegram: https://t.me/nakovalnya_art

I'm a 2D animator and Toon Boom rigger specializing in frame-by-frame and cut-out animation as well as in character and prop rigs.

DEMO REELS

https://nadinekovalchuk.art/animation/

https://nadinekovalchuk.art/projects/

SOCIAL MEDIA

Upwork   LinkedIN   Instagram

SOFTWARE PROFICIENCY

Toon Boom Harmony | Toon Boom Storyboard | TV Paint | Adobe Character Animator | DaVinchi Resolve

EXPERTISE

ANIMATION:
- frame-by-frame (rough & clean up)
- cut-out
- rigging (Toon Boom)
- storyboarding
- directing independent features and music clips

EXPERIENCE

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

2018 - ongoing

and-action, an advertising production & animation agency (Ukraine) — *2D Animator & Clean-up Animator*

2025 - ongoing

UA-Teens, innovative educational space (Ukraine, Lviv) — *Animation Workshop Leader*

2024 - ongoing

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

2023 - 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

SKILLS

HARD:
- good knowledge of the principles of animation, rules of perspective, color, framing and composition
- knowledge of animation production
- the ability to draw freehand on tablet as well as on paper
- the ability to efficiently visualize scripts and storylines

SOFT:
- I practice positive, open and fast communication
- excellent time management skills
- pro-active (I take initiative in solving issues)
- details-oriented
- the ability to take feedback

EDUCATION

Toon Boom Harmony Rigging with Olga Maksyuk — *Ukrainian Film School*

2025

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

2022 - 2024

Animation: Separating Performance from Mechanics — *The Art of Aaron Blaise*

2024

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 Computer Science — *National Technical University Kharkiv Polytechnical Institute*

2007 - 2013