NADIIA KOVALCHUK

Location: Lviv, Ukraine

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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.

PORTFOLIO

https://nadinekovalchuk.art

SOCIAL MEDIA

Upwork   LinkedIN   Instagram

SOFTWARE PROFICIENCY

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

EXPERTISE

- 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

Animagrad, animation studio (Ukraine) — *Storyboard Artist*

2025

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
- the ability to deliver quality of animation that shows weight, power, good body mechanics and flow
- conveying character's emotion and attitude
- adherence to line art consistency, understanding of line weight
- competency in line/color/shade/light rendering according to models

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

- knowledge of animation production
- the ability to draw freehand on tablet as well as on paper

SOFT:

- adherence to any technical specs for file delivery
- providing open and fast communication
- excellent time management skills
- details-oriented
- the ability to take feedback