



Mishelle Sholkov

UX/UI designer and animator

ux.mishellesholkov.com

mishellesholkov.com

About

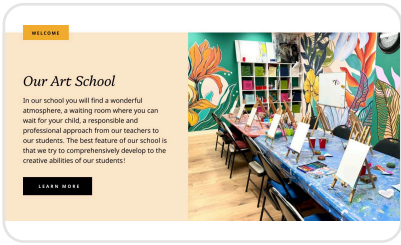
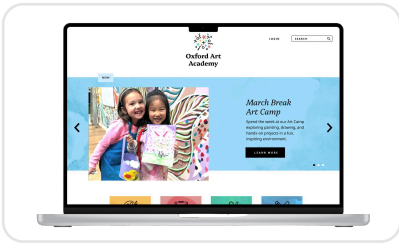
UI/UX Designer and Visual Development Artist with a strong foundation in digital art, animation, and interactive media. Experienced in blending aesthetic appeal with functional design to craft user-focused experiences. Proficient in Figma, Adobe Creative Suite, and 3D design tools. Demonstrated ability to develop intuitive interfaces, layouts, and visual assets for applications, websites, and digital platforms. I am eager to apply my skills to make an impact.

Work Experience

2023 — Now

UI/UX Designer and Digital Art Teacher

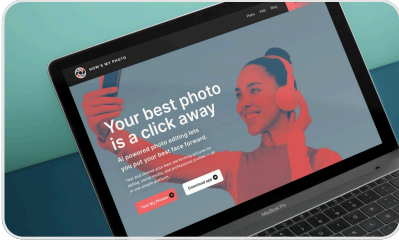
Oxford Art Academy
Designed a website refresh for the academy
Created ongoing digital assets
Taught digital art classes at the academy



2025

UX Designer

How's My Photo
Developed branding and website for the launch of a new AI powered photo editor app.



2023-2024

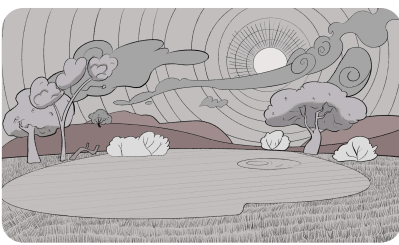
Animator/Layout Artist

Bitcoin Film
Created Animations and Layouts for the film.

2021 — 2022

Layout Artist

9 Story Media Group
Worked on the Daniel Tiger Film as well as their next season show. Was a colour artist, layout artist and Background Artist for the Studio on the development of Daniel Tiger.



2021

Animation Internship - Background artist

Blue Ant Media
Worked on a Film for the studio working on Backgrounds, colour cells and line works.



2020

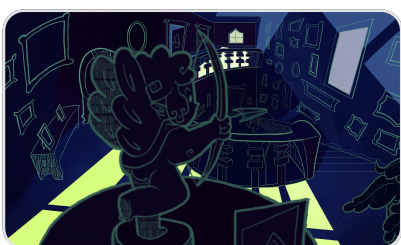
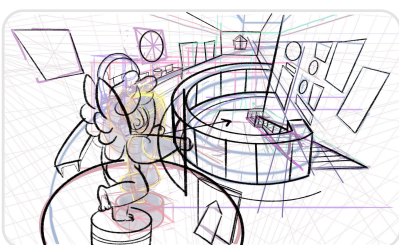
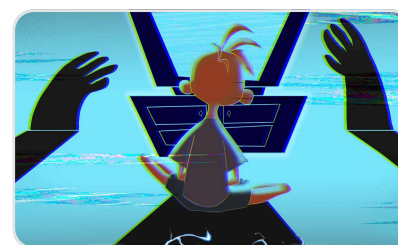
Animation Internship - Layout artist

Game Jam
Created interesting layouts and colour guides for the studios games and Design Book.

2019-2020

Seneca Film Animation - Manager

Breaker Point
Managed a whole team to complete a short film. Worked on layouts, character Design, Background Art and worked with the team to design the Films Poster.



Education

2024 — 2025

UI/UX Design Diploma at George Brown College
Toronto,ON

03/2024

3D Lighting and Texturing Mentorship at CG Master Academy
Toronto,ON

08/2023

3D Animation at Seneca
Toronto,ON

2021-2022

Background painting and Layout Mentorship at CG Master Academy
Toronto,ON

2017-2020

2D Animation at Seneca
Toronto,ON

Software Skills

Figma	Maya	Infinite Painter
Photoshop	Blender	Z-Brush
Illustrator	Substance Painter	Shot Grid
After Effects	Procreate	Harmony
Unreal Engine	Clip Studio	

Contact

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