

Mishelle Sholkov

UX/UI designer and animator

ux.mishellesholkov.com

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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

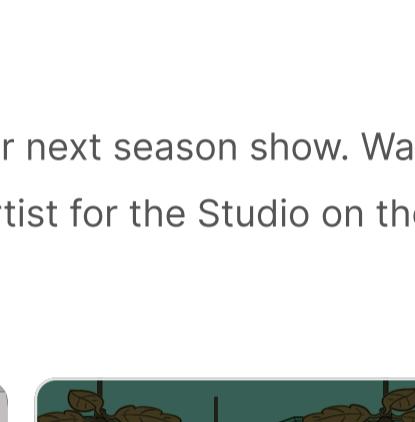
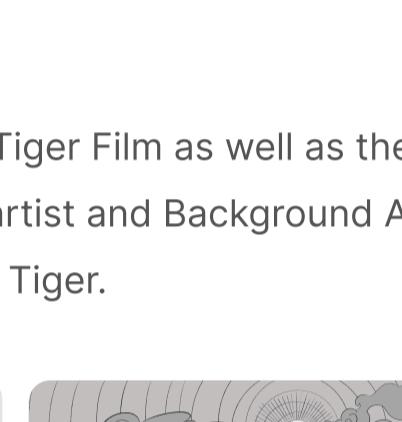
UI/UX Designer and Digital Art Teacher

Oxford Art Academy

Designed a website refresh for the academy

Created ongoing digital assets

Taught digital art classes at the academy

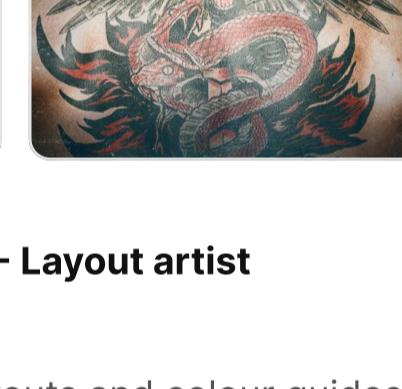


2025

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

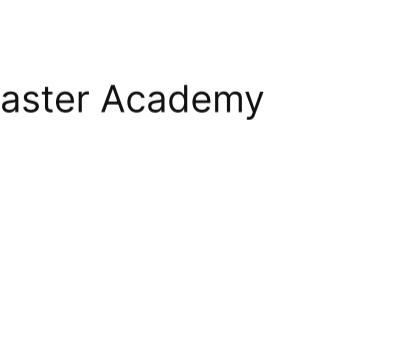
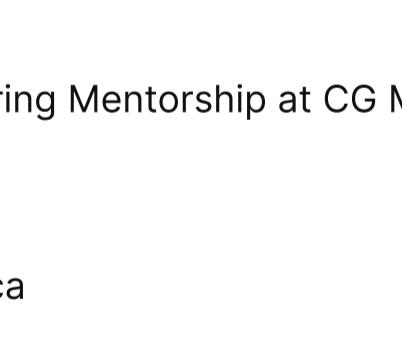
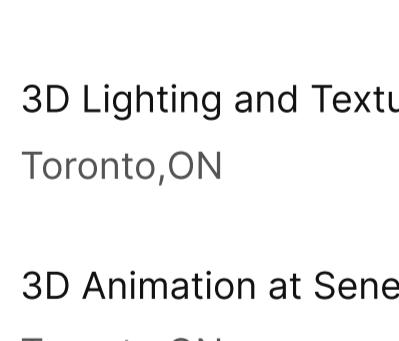
Created Animations and Layouts for the film.

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.

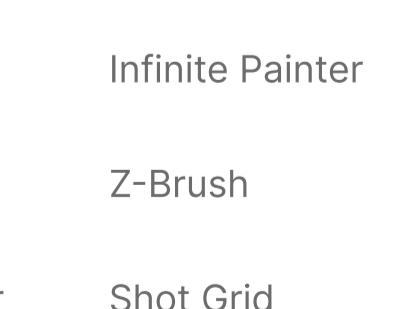
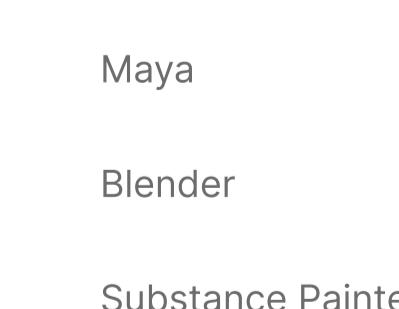


2021

Animation Internship - Background artist

Blue Ant Media

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



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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