



Mishelle Sholkov

UX/UI designer and animator

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

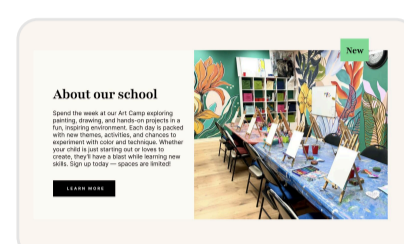
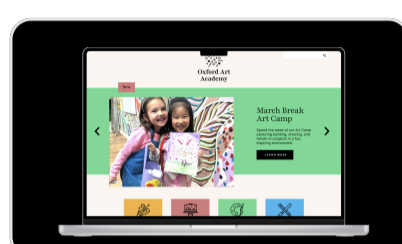
UI/UX Designer and Digital Art Teacher

Oxford Art Academy

Designed a website refresh for the academy

Created ongoing digital assets

Taught digital art classes at the academy

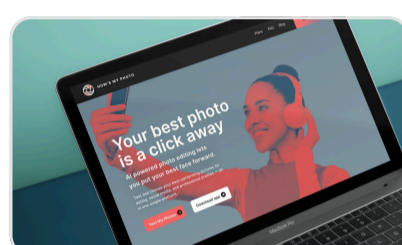


2025

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

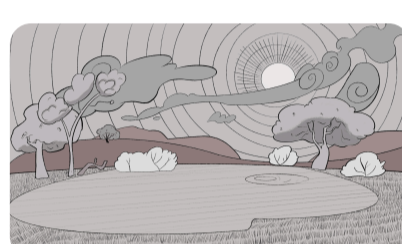
Created Animations and Layouts for the film.

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.

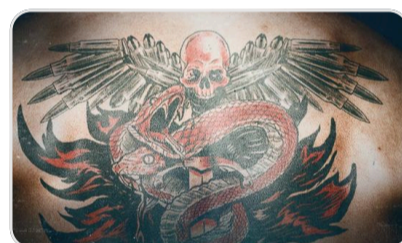


2021

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

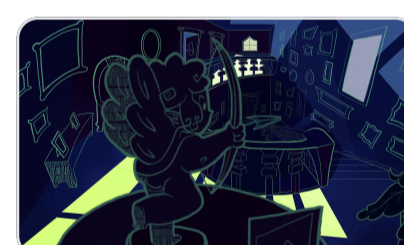
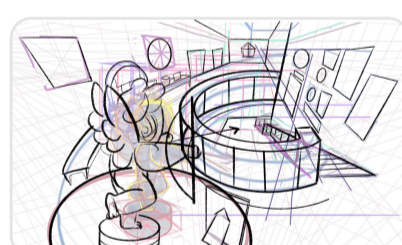
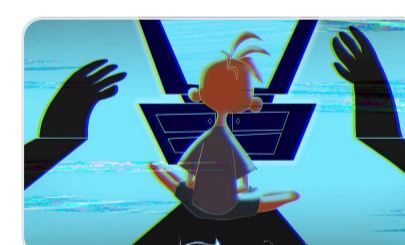
Created interesting layouts and colour guides for the studios games and Design Book.

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

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