

# Mishelle Sholkov

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## SUMMARY

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Professional Artist who brings ideas to life with striking visuals and precision. Possess a proven track record of delivering projects successfully on time and on budget. Create beautiful visuals using latest software using versatile skills in illustration, composition, character design and environment layout design.

## SKILLS

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- 2D and 3D Illustration
- Environment Design
- Background Painting
- Lighting and Texturing
- Character Design
- Perspective Drawing
- Background Painting
- Visual storytelling
- Fluent in Russian and English

## WORK HISTORY

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### VISUAL DEVELOPMENT ARTIST

**Zizzlelab, Toronto, ON**

**07/23 – Present**

- Designed custom artwork in line with creative vision of creative director
- Created character and environment designs for a stem learning mobile game resulting in timely production
- Created custom Illustrations for marketing and social media assets

### LAYOUT ARTIST AND BACKGROUND PAINTER

**Bitcoin Film, ON**

**09/23 - 11/23**

- Created backgrounds and illustrations to be integrated into the movie
- Produced 2D effects and animations
- Brainstormed ideas with the creative team and proposed visual solutions to various segments

### LAYOUT ARTIST

**04/21 - 09/22**

**9 Story Media Group, Toronto**

- Applied Layout techniques to create dynamic visuals consistent with style of iconic Daniel Tiger Cartoon
- Implemented feedback and suggestions from Supervisor to improve designs
- Created layouts according to storyboards in a timely manner resulting in completion ahead of production schedule by two weeks

### COLOR ARTIST

**03/21 - 04/21**

**Blue Ant Media, Toronto**

- Placed color formulas to match colors of each frame
- Collaborated with the Supervisor to discuss color issues
- Used Harmony and related software to color the designs

### LAYOUT ARTIST

**02/20 - 05/20**

**Game Jam**

- Worked with clients to gather and define requirements, establish scopes, and manage project milestones
- Created Layouts and painted backgrounds for the game

## **BACKGROUND ARTIST AND LAYOUT ARTIST**

**03/19 - 07/19**

### **Grizzly Bee Games**

- Implemented artistic vision in developing art and design concepts
- Utilized digital techniques to create and enhance artwork

## **MANAGER FOR SHORT FILM**

**09/19 - 04/20**

### **Seneca College of Applied Arts and Technology**

- Accomplished multiple tasks within established timeframes to deliver the final product on time
- Managed team members, actively listening to concerns and finding appropriate solutions
- Maximized performance by monitoring daily activities and mentoring team members

## **EDUCATION**

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### **3D Lighting and Texturing – Certificate**

CG Master Academy 03/24

### **3D Animation – Diploma**

Seneca College of Applied Arts and Technology 08/23

### **Dynamic Sketching – Certificate**

CG Master Academy 03/23

### **2D Animation and Visual Development Background and Layout – Certificate**

CG Master Academy 02/23

### **2D Animation and Visual Development – Diploma**

Seneca College of Applied Arts and Technology 04/20

### **Art Fundamentals – Certificate**

Seneca College of Applied Arts and Technology 04/17

## **SOFTWARE**

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- Blender
- Shotgrid
- Maya
- Zbrush
- Harmony
- Procreate
- Unreal engine
- Adobe illustrator
- Substance Painter
- Clip Studio
- Photoshop