

POLL ZAKHAROV

www.pollvfx.com

www.imdb.me/pollvfx

OTHER NAMES USED IN CAST & CREW

Pavel Zakharov(real name)

Apollinary Zakharov

LANGUAGES

Russian

English

CONTACTS

E-mail: pollvfx@gmail.com

Cell phone: +1-510-210-7461

OBJECTIVE

I'm seeking a position in a field of post production such as

- senior compositor
- 3D modeler
- 3D animator

SKILLS

- **CLEANUP.** Cleanup of unwanted objects and/or insert computer generated images in a shot.
- **SPECIAL EFFECTS.** Creating realistic environments and physical effects such as wind, rain, fog, snow, clouds, etc.
- **LIVE-ACTION EFFECTS.** Keying actors or models through bluescreen and greenscreen.
- **DIGITAL ANIMATION.** Modeling, lighting, texturing, rigging, animating, and rendering computer-generated 3D characters, particle effects, digital sets and backgrounds.
- **MATTE PAINTINGS.** Which serve as background plates or keyed or rotoscoped elements.
- **MATCH MOVING.** 2D/3D tracking and camera solving.
- **GRAPHIC AND MOTION DESIGN**
- **PROGRAMMING IN ACTION SCRIPT**

SOFTWARE

Proficient in

- **FUSION**
- **NUKE**
- **MAYA**
- **FLASH/ACTION SCRIPT**
- **PHOTOSHOP**
- **PFTRACK**
- **AFTER EFFECTS**
- **ADOBE PREMIERE**

Familiar with

- **ZBRUSH**
- **VUE**

WORK EXPERIENCE

POSTPRODUCTION SUPERVISOR - INVENTION ENGINE, LLC (CA, US)

August 2012 – Present. Fulltime position.

- creating VFX templates
- creating the reference compositions
- color correction
- teaching and training a team
- project management
- development of methods of post production

VFX ARTIST - CG STUDIO "POSTPRODUCTION.RU" (ST.PETERSBURG, RUSSIA)

May 2008 – August 2012

- creating dynamic effects such as: rain, snow, explosions, cracks, dust, particles, water flow etc.
- photo real 3D modeling and animation of objects and characters
- texturing and matte painting
- rotoscoping
- cleanup of unwanted objects
- compositing

HEAD OF POST PRODUCTION - CTB FILM COMPANY (ST.PETERSBURG, RUSSIA)

March 2009 – March 2010

- project management
- creating VFX templates

- creating 3D templates
- matte painting and creating art instances
- color presets
- light presets
- render presets
- problem solving for the 3d animation
- repairing bad 3D scenes
- final compositing
- pre-production to print the film roll

3D MODELLER, 3D ANIMATOR - CG STUDIO "RENDER.RU" (ST.PETERSBURG, RUSSIA)

March 2005 – January 2006

3D modeling and animation of objects and characters in different games such as:

- Spellforce II
- Heroes of Might and Magic V
- Atronic slot machine games

3D MODELLER - CG STUDIO "DTF" (ST.PETERSBURG, RUSSIA)

March 2003 – March 2004

- 3D modeling of objects in the game "Stalingrad"

CG ARTIST - OCTAVIAN INTERNATIONAL LIMITED (ST.PETERSBURG, RUSSIA)

March 2002 – March 2003

- creation of computer graphics for different software applications
- making the interactive video presentations
- development of the interfaces

FLASH PROGRAMMER - CRONAINITSEP (MINSK, BELARUS)

March 2001 – March 2002

- casual game development
- programming in Action Script
- coding the interactive tutorials

WEB-DEVELOPER - QBIX (ST.PETERSBURG, RUSSIA)

February 2000 – March 2001

- web development

SOFTWARE ENGINEER - TALAN, LLC (VITEBSK, BELARUS)

July 1996 – January 2000

- programming and maintenance of the accounting software

FEATURE FILM EXPERIENCE

www.imdb.me/pollvfx

WANTED. Timur Bekmambetov , 2008, Universal, USA

- 3D animator
- 3D modeler
- 3D Cloth Simulation
- texture painter
- VFX compositor

SHAGGY PINES. Maksim Sveshnikov, 2015, Russia

- Lead compositor

LEGEND N17. Nikolay Lebedev, 2013, Russia

- VFX compositor
- match mover

INVISIBLE. Sergei Komarov, 2014, Russia

- 3D animator
- 3D modeler
- dynamic simulation
- cleanup artist
- VFX compositor

MONGOL. Sergei Bodrov Sr, 2007, Russia

- 3D animator
- 3D modeler
- texture painter
- VFX compositor

IRONY OF FATE - 2. Timur Bekmambetov, 2007, Russia

- 3D animator
- 3D modeler
- texture painter
- VFX compositor

MYN BALA. Akan Sataev, 2012, Kazakhstan

- 3D animator
- 3D modeler
- texture painter
- VFX compositor

STORIES. Mikhail Segal, 2012, Russia

- 3D animator
- VFX compositor

THE SAME KARLSON. Sarik Andreasyan, 2012, Russia

- VFX compositor

TEMMA. Anya Meksin, 2012, Meksin Films, USA

- VFX compositor
- cleanup artist

GEOCACHERS. 2011, Woods Productions LLC, USA

- VFX composer
- cleanup artist

NOSFERATU. TERROR OF THE NIGHT. Vladimir Marinichev, 2010, Russia

- Head of Post production
- VFX TD
- CG art
- supervising

SPLIT. Vlad Lanne, television series, 2011, Ukraine

- 40 episodes as a VFX artist
- cleanup artist

THE BUCKS. Konstantin Buslov, 2011, Russia

- VFX compositor
- cleanup artist

MY ANGEL BOYFRIEND. Vera Storodjeva, 2011, Russia

- 3D animator
- VFX compositor
- dynamic simulation

MOSCOW 1612. Vladimir Khotinenko, 2007, Russia

- 3D animator
- 3D modeler
- texture painter
- VFX compositor

SUZHENYI-RYAZHENYI. Dmitry Iosifov , 2008, Russia)

- 3D animator
- 3D modeler
- 3d fur simulation

SEESAW. Anton Syvers, 2008, Russia

- 3D animator
- 3D modeler
- 3D dynamic simulation

THE INTERCEPTOR. Constantin Maksimov, 2010, Russia

- 3D animator
- 3D modeler
- 3D dynamic simulation
- VFX compositor

PIRAMMMIDA. Eldar Salavatov, 2011, Rusia

- VFX compositor

RED RIDING HOOD. Musical by Alexander Igudin, 2012, Russia

- VFX artist

7th. Short film by Oleg Gusev, 2010, Russia

- VFX artist

MOROZKO. Musical by Alexander Igudin, 2010, Russia

- VFX artist

THE NEW ADVENTURES OF ALADDIN. Musical by Alexander Igudin, 2011, Russia

- VFX artist

GOLDEN KEY. Musical by Alexander Igudin, 2009, Russia

- VFX artist

GOLDEN FISH. Musical by Alexander Igudin, 2008, Russia

- VFX artist

KINGDOM OF CROOKED MIRRORS. Musical by Alexander Igudin, 2007, Russia

- VFX artist

BEAUTY CLAIMS. Musical by Oleg Gusev, 2008, Russia

- VFX artist

A LOT OF

- TV commercials
- musical video.

ACADEMIC QUALIFICATIONS

BELARUSIAN NATIONAL TECHNICAL UNIVERSITY (MINSK, BELARUS)

1996 – 2002

- master's degree in software engineering

VITEBSK POLYTECHNICAL COLLEGE (VITEBSK, BELARUS)

1992-1996

- diploma of computer engineer