

POLL ZAKHAROV

Experienced Composer, 3D Generalist, Animator, Designer and Digital Artist.

www.pollvfx.com

[IMDb profile](#)

OTHER NAMES USED IN CAST & CREW

Pavel Zakharov(real name)

Apollinary Zakharov

LANGUAGES

Russian - native

English - fluent

CONTACTS

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Cell phone: +7-950-222-3925

Skype ID: Poll_Harvey

OBJECTIVE

I want to share my high level of skills in the field of compositing, digital cleanup, 3D modeling, and animation.

WORK PERMIT

Authorized to work in the U.S. for any employer. O1 holder, recognized as an extraordinary Visual Effects Artist.

MASTERY

- digital cleanup and video retouching
- compositing
- matte painting and set extension
- 2D/3D match moving
- 3D modeling and animation

SKILLS and ABILITIES

- VFX. Creating realistic environments and physical effects such as wind, rain, fog, snow, clouds, etc.
- graphic art, motion design
- Action Script, JavaScript, HTML

SOFTWARE

Proficient in

- Fusion
- Nuke
- MaYa
- Photoshop
- Mocha
- PFTrack
- After Effects
- Flash/Action Script

Familiar with

- ZBrush
- VUE

ACADEMIC QUALIFICATIONS

Belarusian National Technical University (Minsk, Belarus)
1996 – 2002

- master's degree in software engineering

Vitebsk Polytechnic College (VITEBSK, BELARUS)
1992-1996

- diploma in computer hardware engineering

WORK EXPERIENCE

See the full list on my [LinkedIn Profile](#)

INDEPENDENT CONTRACTOR – MUSTACHE (NY, US)

February 2015 – present

- compositing
- roto-painting, digital cleanup
- motion design
- 3D modeling, texturing
- 3D animation

POST-PRODUCTION SUPERVISOR – INVENTION ENGINE, LLC (CA, US)

August 2012 – February 2016

- supervising a post-production team

- 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 2007 – August 2012

- creating dynamic effects such as rain, snow, explosions, cracks, dust, particles, water flow etc.
- photoreal 3D modeling and animation of objects and characters
- texturing and matte painting
- roto-painting
- digital cleanup
- compositing

POST-PRODUCTION SUPERVISOR – CTB FILM COMPANY (St.Petersburg, Russia)

Supervising of a full-length 3D animation film.

March 2009 – March 2010

- project management
- creating VFX templates
- creating 3D templates
- matte painting and creating the art instances
- color/light/render setup
- 3D animation
- technical direction
- final compositing
- pre-production to print the film roll

3D GENERALIST/ANIMATOR – CG STUDIO "RENDER.RU" (St.Petersburg, Russia)

March 2005 – January 2006

building the characters, objects, and environments of the games, including life forms, scenery, vegetation, furniture, and vehicles, etc.

- Spellforce II
- Heroes of Might and Magic V
- Casino slot machines

3D GENERALIST – CG STUDIO "DTF" (St.Petersburg, Russia)

March 2003 – March 2004

building the characters, objects, and environments of the game, including life forms, scenery, vegetation, furniture, and vehicles, etc.

- Stalingrad

DIGITAL ARTIST – OCTAVIAN INTERNATIONAL LIMITED (St.Petersburg, Russia)

March 2002 – March 2003

- interactive video presentations
- user interface design

FLASH PROGRAMMER – CRONAINITSEP (Minsk, Belarus)

March 2001 – March 2002

- casual games
- interactive tutorials

WEB-DEVELOPER – QBIX (St.Petersburg, Russia)

February 2000 – March 2001

- web design

SOFTWARE ENGINEER – TALAN, LLC (Vitebsk, Belarus)

July 1996 – January 2000

- programming and maintenance of the accounting application software

FEATURE FILM EXPERIENCE

See the full list on my [IMDb Profile](#)

DOVLATOV. Alexey German jr, 2017, Russia

- Composer
- Roto-Paint Artist

WANTED. Timur Bekmambetov, 2008, Universal, USA

- 3D artist
- VFX artist

SHAGGY PINES. Maksim Sveshnikov, 2015, Russia

- lead compositor

LEGEND N17. Nikolay Lebedev, 2013, Russia

- digital compositor
- VFX artist

INVISIBLE. Sergei Komarov, 2014, Russia

- digital compositor
- 3D animator
- VFX artist

MONGOL. Sergei Bodrov Sr, 2007, Russia

- 3D generalist
- 3D animator
- digital artist

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

- 3D generalist
- 3D animator

MYN BALA. Akan Sataev, 2012, Kazakhstan

- digital compositor
- VFX artist

STORIES. Mikhail Segal, 2012, Russia

- digital compositor
- VFX artist

THE SAME KARLSON. Sarik Andreasyan, 2012, Russia

- compositor

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

- art director
- VFX supervisor

SPLIT. Vlad Lanne, television series(40 episodes), 2011, Ukraine

- digital compositor
- VFX artist

MOSCOW 1612. Vladimir Khotinenko, 2007, Russia

- 3D animator
- 3D Generalist

SUZHENYI-RYAZHENYI. Dmitry Iosifov, 2008, Russia)

- digital compositor
- VFX artist
- 3D animator

SEESAW. Anton Syvers, 2008, Russia

- digital compositor
- VFX artist
- 3D animator

THE INTERCEPTOR. Constantin Maksimov, 2010, Russia

- digital compositor
- VFX artist
- 3D animator

PIRAMMMIDA. Eldar Salavatov, 2011, Rusia

- digital compositor

A LOT OF

- TV commercials
- music video