

# POLL ZAKHAROV

Senior Compositor, Roto-Paint Artist, 3D Generalist, Animator, Designer, and Digital Artist

[www.pollvfx.com](http://www.pollvfx.com)

[IMDb profile](#)

## OTHER NAMES USED IN CAST & CREW

Pavel Zakharov(real name)

Apollinary Zakharov

## LANGUAGES

Russian - native

English - fluent

## CONTACTS

E-mail: [pollvfx@gmail.com](mailto:pollvfx@gmail.com)

Cell, Viber, WhatsApp: +7-950-222-3925

## WORK PERMIT

O1 visa holder (extraordinary abilities in Visual Effects). Authorized to work in the U.S. for any employer

## SKILLS

Compositing

Roto-Painting

Set extension

Beauty work

Match moving

3D modeling and animation

Dynamic effects

Graphic and motion design

Action Script

Java Script

HTML

## SOFTWARE

Fusion

Nuke

Maya

Photoshop

Mocha

PFTTrack

After Effects

Flash

## 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

[LinkedIn Profile](#)

INDEPENDENT CONTRACTOR – MUSTACHE AGENCY (NY, US)

Feb 2015 – present

- compositing
- visual effects
- roto-painting
- motion design
- 3D modeling
- animation

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

Aug 2012 – Feb 2016

- supervising a team of 9 Nuke compositors
- art direction
- color correction
- team training
- project management
- development of methods of post-production

VFX ARTIST – CG STUDIO "POSTPRODUCTION.RU" (St.Petersburg, Russia)

May 2007 – Aug 2012

- visual effects
- 3D modeling and animation
- character design
- set extension
- roto-painting
- digital cleanup
- beauty work
- compositing

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

Mar 2009 – Mar 2010

- project management
- art direction

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

Mar 2005 – Jan 2006

3D modeling and animation (Spellforce II, Heroes of Might and Magic V)  
character design (Casino slot machines)

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

Mar 2003 – Mar 2004

3D modeling and animation (Stalingrad)

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

Mar 2002 – Mar 2003

scripting, web design (user interface, interactive presentations)

FLASH PROGRAMMER – CRONAINITSEP (Minsk, Belarus)

Mar 2001 – Mar 2002

programming, scripting (casual games, interactive tutorials)

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

Feb 2000 – Mar 2001

web design

SOFTWARE ENGINEER – TALAN, LLC (Vitebsk, Belarus)

Jul 1996 – Jan 2000

accounting software development

## FEATURE FILM EXPERIENCE

[IMDb Profile](#)

DOVLATOV (Alexey German jr, 2017)

Compositor, Roto-Paint Artist

WANTED (Timur Bekmambetov, 2008)

3D Artist, VFX Artist

SHAGGY PINES (Maksim Sveshnikov, 2015)

Lead Compositor

LEGEND N17 (Nikolay Lebedev, 2013)

Digital Compositor, VFX Artist

INVISIBLE (Sergei Komarov, 2014)

Digital Compositor, 3D Animator, VFX Artist

MONGOL (Sergei Bodrov Sr, 2007)

3D Generalist, 3D Animator, Digital Artist

IRONY OF FATE - 2 (Timur Bekmambetov, 2007)

3D Generalist, 3D Animator

MYN BALA (Akan Sataev, 2012)

Digital Compositor, VFX Artist

STORIES (Mikhail Segal, 2012)

Digital Compositor, VFX Artist

THE SAME KARLSON (Sarik Andreasyan, 2012)

Compositor

NOSFERATU (Vladimir Marinichev, 2010)

Art Director, VFX Supervisor

SPLIT (Vlad Lanne, TV show, 40 episodes, 2011)

Digital Compositor, VFX Artist

MOSCOW 1612 (Vladimir Khotinenko, 2007)

3D Animator, 3D Generalist

SUZHENYI-RYAZHENYI (Dmitry Iosifov, 2008)

Digital Compositor, VFX Artist, 3D Animator

SEESAW (Anton Syvers, 2008)

Digital Compositor, VFX Artist, 3D Animator

INTERCEPTOR (Constantin Maksimov, 2010)

Digital Compositor, VFX Artist, 3D Animator

PIRAMMMIDA (Eldar Salavatov, 2011)

Digital Compositor

Also, countless TV Commercial and music video