

POLL ZAKHAROV

Senior Compositor, Roto-Paint Artist, 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

E-mail: pollvfx@gmail.com

Cell, Viber, WhatsApp: +1 747 2380151

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](#)

SENIOR COMPOSITOR – ENCORE HOLLYWOOD (CA, US)

Jul 2019 – present

compositing

visual effects

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