

ALEXANDER SOKOLOV

LEAD VISUALIZATION ARTIST

Lead Visualization Artist with over 15 years of production experience in feature films and commercials, including Academy Award and Emmy Award-winning shows. Passionate about crafting dynamic camera animations, sequence assembling, and VFX art directing. Great at working with others and talking things through.

WORK EXPERIENCE

LEAD VISUALIZATION ARTIST / SUPERVISOR - OPSIS, Los Angeles 2021-2023

Captain America: Brave New World (2024) Led team supervision, engaged in client calls, approved dailies, developed FX looks, and managed AI clean-up. Delivered 300+ postvis shots in 2.5 months.

The Fall Guy (2024). In-house collaboration with director David Leitch, editorial, and VFX supervisor. Personally produced 350 shots within a 3-month timeline.

Haunted Mansion (2023). Developed Ghosts look, executed the Danny DeVito chair ride sequence, and extended Mansion practical set across number of shots.

65 (2023). Team supervision, shots approval, rendering, and compositing.

Secret Headquarters (2022). Managed the team of artists, approved shots, created UFO and EMP FX looks, and delivered 80 shots within 2 months.

Stranger Things 4 (2022). Eddie's death scene and Demogorgon's final fight sequences. Worked on particle simulations and complex roto solutions across a total of 50 shots.

SR. VISUALIZATION ARTIST - MPC/Technicolor, Los Angeles. 2020-2022

Transformers: Rise of the Beasts (2023) Crafted the opening sequence and numerous explosion effects, character animation, lightning and compositing. Made more than 100 shots within a 4-month timeline.

Kraven the Hunter (2023) Bull chase/final fight sequence. Crowd FX, dust sim.

Chip 'n' Dale: Rescue Rangers (2022) 50+ postvis shots in 5 months.

VISUALIZATION SUPERVISOR - Hyderabad, India. 2017-2023

Pushpa: The Rule (2024) Led team supervision, managed client calls with the director, and created multiple action sequences from scratch to the final edit. Produced over 180 previs shots within 4 months.

RRR (2021) Previsualization for the film's opening sequence, involving complex character animation and destruction FX. Film won the Academy Award in 2022.

Baahubali 2: The Conclusion (2017) Set scouting and close collaboration with the director for the major climax battle sequence. Created water dam destruction (RealFlow) and the simulation of a firing bull herd (3ds max).

CONTACT

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SKILLS

Previs, postvis, technical animation, lighting, rendering, particle FX, compositing, tracking, clean up, set extension.

Effects and look development, motion design, and sequence editing.

Project structure organization, onboarding for new employees, dailies approvals.

Debugging scenes and scripts, resolving creative issues.

TOOLS

Autodesk Maya
Autodesk 3ds Max
Chaos V-Ray
Epic Unreal Engine
Adobe After Effects
Adobe Premiere Pro
Adobe Illustrator
Mocha Pro
Nuke
Substance Painter
SynthEyes
PFTrack

ShotGrid, ftrack, Frame.io.
Basic Python and Java Script.

Proficient in Windows and macOS.

POSTVIS ARTIST - The Third Floor, Inc., Los Angeles.

2018

Jumanji 2: The Next Level (2019) Sony Pictures Entertainment.

Terminator: Dark Fate (2019) Paramount Pictures.

Flora & Ulysses (2021) Walt Disney Pictures.

Jungle Cruise (2021) Walt Disney Pictures.

Visualization using Maya, After Effects, PFTrack, Shotgrid and in-house tools.

LEAD PREVIS ARTIST / SUPERVISOR - Channel One, Moscow, Russia. 2010-2017

2010 Winter Olympics, Vancouver, Canada. Handover Ceremony - early pitchvis for the International Olympic Committee. On-set collaboration with choreographers and the director, techvis, and CGI projection synchronization.

2014 Winter Olympics, Sochi, Russia. Opening Ceremony - comprehensive visualization (12 acts, 20 minutes) for the International Olympic Committee.

Eurovision Song Contest (2009). Full previsualization involving close collaboration with the broadcasting director and choreographers. Supervised content creation for the stage screens

CG SUPERVISOR - Bazelevs, Moscow, Russia.

2005-2010

Wanted (2008) Intensive daily collaboration with the director and editorial team, along with on-set techvis in the Czech Republic, resulted in a 7-episode edit, 40 minutes total. This project marked the major career breakthrough for director Timur Bekmambetov.

Day Watch (2006) Eight months of daily work with the director and editorial team, spanning previs, techvis, postvis, and finals. Huge box office success.

EDUCATION

Character Animation, 2021

Animation Mentor, Los Angeles, CA.

Filmmaking, 2018

New York Film Academy, Burbank, CA.

Art and Engineering BA, 2003

Vyatka State University, Kirov, Russia.

AWARDS

Academy Award, Golden Globe - RRR (Rise Roar Revolt) (2021).

Emmy Award for Outstanding Television Movie - Rescue Rangers (2022).

5 Emmy Awards and 13 Emmy Nominations - Stranger Things 4 (2022).

MISCELLANEOUS

Active member of the Visual Effects Society with a deep understanding of various technical and creative aspects of VFX production. Possesses extensive knowledge of camera equipment, editing, and storytelling techniques