Alexander Sokolov

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Wicked · Thunderbolts* · Captain America: Brave New World · Transformers: Rise of the Beasts · Stranger Things 4 · RRR

SUMMARY

Lead Visualization Artist with 15+ years in feature film previs and postvis, specializing in action sequences and camera. Embedded in-house with directors, editorial and VFX supervisors, taking sequences from first blocking to edit-ready shots on tight schedules. Leads visualization teams and runs client-facing reviews. Contributions to Academy Award– and Emmy Award–winning productions, Olympic ceremonies and European opera stages. Member of the Visual Effects Society and the Art Directors Guild; VES Awards judge. Directs generative AI short films alongside studio work.

EXPERIENCE

OPSIS — Lead Visualization Artist

Los Angeles · 2021–present

- Leads previs and postvis on studio features, often embedded in-house with the director, editorial and the VFX supervisor.
- **Scream 7** (2026) – look development for the story's AI transformation effect, UI design for finals.
- **Thunderbolts*** (2025) – lead postvis artist: set extension and cleanup.
- **Captain America: Brave New World** (2025) – supervised the postvis team and ran client review calls; developed FX looks. 100+ postvis shots in 2.5 months.
- **Play Dirty** (2025) – in-house with director Shane Black: action sequence design, camera and look development. ~250 shots in 3 months.
- **Wicked** (2024) – lead postvis artist: lighting, rendering and compositing.
- **The Fall Guy** (2024) – in-house with director David Leitch, editorial and VFX supervisor. 350+ postvis shots.
- **Stranger Things 4** (2022) – Eddie's death scene and Demogorgon's final fight: simulations and complex roto across 50 shots.
- Also: Haunted Mansion (ghosts look, set extension), Secret Headquarters (UFO and EMP looks, 80 shots in 2 months), Violent Night 2, Matchbox, Happy Gilmore 2, Rebel Moon, 65, Lyle, Lyle, Crocodile.

MPC / Technicolor — Senior Visualization Artist

Los Angeles · 2020–2022

- **Transformers: Rise of the Beasts** (2023) – crafted the opening sequence and numerous explosion effects, lighting and compositing. 100+ shots in 4 months.
- **Kraven the Hunter** (2024) – bull chase and final fight sequence: crowd FX and dust simulation.
- **Chip 'n Dale: Rescue Rangers** (2022) – 50+ postvis shots in 5 months.

Sawhorse Productions — VFX Artist, commercials

Los Angeles · 2020–2026

- VFX for national campaigns: Google × AWS, Walmart × Roblox, Toyota Prius, Samsung QLED, Home Depot, Paramount+, Moschino, Versace Fall-Winter 2023 show, and the promo campaign for David Fincher's **Mank**.

Independent — Visualization Supervisor / Lead Previs, Indian features

- **Varanasi** (SSMB29, dir. S. S. Rajamouli, upcoming) and **Pushpa 2: The Rule** (2024) – visualization supervisor.
- **RRR** (2022), **Radhe Shyam** (2022), **Bhediya** (2022), **Saaho** (2019), **Baahubali 2: The Conclusion** (2017), **Eega** (2012) – lead visualization artist.

The Third Floor — Previs Artist

Los Angeles · 2018–2019

- **Jumanji: The Next Level** (2019), **Terminator: Dark Fate** (2019), **Jungle Cruise** (2021), **Flora & Ulysses** (2021) – previs, postvis, layout and camera design.

Bazelevs — Lead Previs Artist / CG Supervisor

- **Wanted** (2008) – lead previs artist. **Abraham Lincoln: Vampire Hunter** (2012), **Day Watch** (2006) – previs. **The Irony of Fate 2** (2007) – CG supervisor.

Generative Films — Director

Los Angeles · present

- Directs and produces generative AI action shorts and reels: blocking and camera in 3ds Max, then AI look development in Weavy, ComfyUI and video models.
- **AI Visualization Reel** – featured on alexandersokolov.com.

CEREMONIES & STAGE

Ceremonies & attractions — Lead Previs / Visualization

2010–2026

- **Sochi 2014 Winter Olympics** – opening ceremony, lead previs artist. **Vancouver 2010 Winter Olympics** – handover ceremony, lead previs artist.
- **EXPO-2017** opening ceremony (Kazakhstan) – lead visualization artist. **SCO Summit 2022** opening ceremony (Uzbekistan) – visualization artist.
- **Dinotopia: Flight of the Skybax**, Star Bay City theme park by Paramount (2026) – CG supervisor, OPSIS.

Opera & theatre — Lead Visualization Artist

2015–2026

- 18 productions for Deutsche Oper Berlin, Theater an der Wien, Opéra de Lyon, Royal Swedish Opera, Teatro di San Carlo, Bolshoi Theatre, Theater Basel and others.
- **Cabaret** (Theatre of Nations) and **The Dead City** (Novaya Opera) – 7 Golden Mask awards combined (2023), incl. Best Director, Best Play and Best Stage Design.

CORE SKILLS

Generative AI	Weavy, ComfyUI, Stable Diffusion, ControlNet, LoRA training, inpainting, Runway, Kling, Seedance, Nano Banana, Flux; style consistency across shots.
Previs & camera	Action sequence design, blocking, staging, complex camera moves, lensing, composition, editing rhythm, technical animation.
Postvis & VFX	Compositing, 2D/3D tracking, keying, roto, cleanup, set extension, lighting and rendering, particle FX and simulation, look development.
Software	Maya, 3ds Max, V-Ray, Unreal Engine, Nuke, After Effects, Premiere Pro, Avid Media Composer, Mocha Pro, PFTrack, SynthEyes, Blender.
Pipeline	ShotGrid / Flow, ftrack, Frame.io, editorial handoff, team supervision.

RECOGNITION

Judging	VES Awards (2021, 2022, 2023, 2025), ADG Awards (2025), Film Independent Spirit Awards (2025).
Memberships	Visual Effects Society (VES); Art Directors Guild, IATSE Local 800.
Project awards	**Wicked** – 2 Academy Awards (2025). **RRR** – Academy Award, Best Original Song (2023). **Stranger Things 4** – 5 Emmy Awards (2022). **Chip 'n Dale: Rescue Rangers** – Emmy, Outstanding Television Movie (2022). **The Fall Guy** – SAG Award (2025). **Jungle Cruise** – VES Award (2022). **Baahubali 2** – Saturn Award (2018). **Wanted** – 2 Academy Award nominations (2009).
Personal	Berlin Festival of Lights 2017 – 1st place (Zheeshee). CG-Event 2008, Moscow – 3rd place.

EDUCATION

New York Film Academy, Burbank — Filmmaking (2018) · Animation Mentor — Character Animation (2021)

Full list of 60+ credits: imdb.com/name/nm3826267