

Timofei (Tim) Malakhov

CG Generalist & Motion Designer

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Profile

CG generalist and motion designer with 12 years of experience across three very different worlds: commercials, live events and TV. In-house at an ad studio, content for giant event screens and museum installations, screen graphics and VFX for series, plus years of freelance for production companies, CG studios and agencies.

These days I often take an ad from idea to final cut on my own: concept, script, art direction and production, using generative AI alongside 3D. Next, I want to focus on product and brand films. Looking for a studio team where craft and ideas both matter.

Experience

Jan 2026 — now
Remote

Motion Designer, AI video · iGaming group (NDA)

- Video ads in a motion design team: concepts, AI video generation, 3D and compositing
- Pipeline mixing Cinema 4D / After Effects with generative video tools (ComfyUI, Weave, Seedance, Kling, Veo, MiniMax H3)

Oct 2024 — Jul 2025
Remote

CG Generalist · Radugadesign

- Gameverse 3000, Luminar X: look development and environment for the Portal hall; 3D scenes for a 360° projection dome
- Wonders of the Sea case video: camera tracking in PFTrack, CG fish in Cinema 4D and Houdini, compositing

May 2023 — Nov 2024
Yerevan, in-house

CG Generalist / Motion Designer · Black Point

- Cyberfarm (Kinopoisk): HUD and holographic interfaces, robot screens, 2D/3D tracking and screen replacement
- Magic Precinct (Okko): stylized 3D world inside digital devices, X-Particles data flows, HUD graphics
- Also worked on the series Eterna and Wish Map, and an upcoming US feature film

Apr 2022 — Dec 2022
Cyprus

CG Generalist · Lightmap

- Motion design, CG and 3D animation, compositing and video editing

Feb 2020 — Feb 2022
Moscow, in-house

Motion Graphics Designer · BIG4

- Motion design and video post-production for advertising
- 3D and planar tracking, cleanup, compositing, 2D/3D animation in Cinema 4D, Redshift and Houdini

2013 — 2020
Remote

Freelance Motion Graphics Designer

- Motion design, CG, tracking and compositing for production companies, CG studios and agencies
- Earlier: news video editor at local TV and media in Kaliningrad (2013–2014)

Tools

Cinema 4D · Houdini FX · Redshift · Octane · X-Particles · After Effects · PFTrack · Mocha · Nuke (basics) · Substance Painter · Premiere Pro · Photoshop · Illustrator · Figma · ComfyUI · Weave · Seedance · Kling · Veo · MiniMax H3

Skills

3D motion design · Look development · HUD / UI animation · Tracking · Compositing · Anamorphic DOOH · 360° / dome content · AI video

Languages

Russian
Native

English
B2 · Professional working proficiency

Education

Kant Baltic Federal University
Computer networks · 2017

Awesome 3000
Tracking & matchmove course · 2020

Realtime School
2D motion design · 2017

Selected projects

Hennessy × Canelo Álvarez
Anamorphic 3D DOOH, LAX · 2022

Cyberfarm
TV series, Kinopoisk · 2023

Magic Precinct
TV series, Okko · 2023

Gameverse 3000
Immersive show, Luminar X · 2024