

Nikolay Gachev

Visual Effects Supervisor

Sofia, Bulgaria
+359 899844139

niki.gachev@gmail.com
nikolaygachev.com
[IMDB](#) | [LinkedIn](#) | [Vimeo](#)

Profile

Experienced Visual Effects professional with a 24-year track record across production and post-production, delivering high-quality imagery for feature films, television, and commercials. Known for rapidly adapting to new technologies and services.

Skilled in working diplomatically with individuals at all levels, from seasoned professionals to newcomers. Trusted with sensitive and confidential projects. Capable of devising and communicating clear, comprehensive and original ideas both verbally and illustratively to clients and teams. Proven ability to create compelling visuals on time and within budget, consistently meeting the expectations of both filmmakers and studios.

Adaptable and resilient, capable of working precisely & calmly under pressure and tight deadlines, team oriented, with excellent problem-solving skills. Culturally aware and effective in diverse environments.

Skills Summary

- Script Breakdown and VFX Shot Design
- Budgeting and Bidding in Pre- and Post-production
- Plate Shoot Supervision
- On-Set Decision Making
- Full Set Data Collection, HDRI Set Photography
- Directing MoCap and Miniature Shooting
- VFX Shot Design, PreViz and PostViz Design
- Software Knowledge: Nuke, Digital Fusion, Resolve, Photoshop, Illustrator, Maya, Massive, Shotgun, FileMaker, MS Office
- VFX Pipeline Design and Implementation
- Cost Tracking and Analysis
- Multi-Vendor Teams Management
- VFX Supervision in post-production
- Post Editorial and Finishing

Professional Experience

- Breaking down scripts into detailed VFX shots and sequences, identifying the physical requirements of each. Solving technical challenges while preserving the project's creative vision, and designing visual solutions that stay on budget and on schedule.
- Working with Directors, DOPs, Art Directors & Producers to design and plan VFX requirements that fully compliment the needs and budgets of the show.
- Planning and managing shots, production assets, VFX set equipment, software, location VFX crews, surveying & HDR

Professional Experience (cont.)

- Hands-on management on set, offering real-time solutions to unexpected production changes or complications.
- Creating shot concepts starting from storyboards and developing them into 3D Previz and Postviz sequences.
- Assembling and scaling in-house VFX teams for both pre- and post-production phases, tailored to the specific needs of the project.
- Designing production workflows, including selecting and integrating software tools for 2D compositing and 3D animation.
- Creating detailed briefing/bidding packs for vendors and working with them to realise the finer details of the VFX.
- Supervising and directing external VFX vendors, ensuring quality and consistency across all work.
- Navigating sensitive dynamics between production and studio with diplomacy and awareness. Skilled at understanding and balancing the creative priorities of both directors and studios.
- Providing reassurance and support to the director and production team when needed.
- Planning daily tasks with foresight into weekly and long-term production goals.
- Efficiently organising shots and elements for internal teams and third-party vendors to optimize time and cost.
- Monitoring post-production progress, offering creative guidance, and motivating teams through a positive and empowering approach.
- Strong understanding of story and character, and how these elements influence and inform VFX design and execution.
- Preparing and delivering final shots according to DI and online post-production specifications.
- Maintaining focus and momentum within the team while meeting deadlines.
- Practicing open, honest, and consistent communication, with a straightforward and transparent leadership style.

Work History and Credits

Production	Position
Lucky Strike (in postproduction)	Production VFX Supervisor; On-set VFX supervisor
The Gray House (TV series)	VFX Supervisor (WWFX)
Helgoland 513 (TV series)	VFX Supervisor (WWFX)
Unwanted (TV series)	VFX Supervisor (WWFX)
Club Las Piranjas (TV series)	VFX Supervisor (WWFX)
Drift - Partners in Crime (TV series)	VFX Supervisor (WWFX)
Die Geschichte der Menschheit - leicht gekürzt	VFX Supervisor (WWFX); On-set VFX supervisor
Memory	Production VFX Supervisor; On-set VFX supervisor
The Protégé	Production VFX Supervisor; On-set VFX supervisor
Pinky	Production VFX Supervisor; On-set VFX supervisor

Work History and Credits (cont.)

Production	Position
Hunter Killer	VFX Supervisor (WWFX)
Bullet Head	Production VFX Supervisor, On-set VFX supervisor
Mechanic: Resurrection	VFX Supervisor (WWFX)
London Has Fallen	VFX Supervisor (WWFX); On-set VFX supervisor
Survivor	VFX Supervisor (WWFX)
The Expendables 3	VFX Supervisor (WWFX); On-set VFX supervisor
The Legend of Hercules	Production VFX Supervisor, On-set VFX supervisor
Killing Season	VFX Supervisor (WWFX)
Olympus Has Fallen	VFX Supervisor (WWFX)
The Expendables 2	VFX Supervisor (WWFX); On-set VFX supervisor
Assassin's Bullet	VFX Supervisor (WWFX)
Conan the Barbarian	VFX Supervisor (WWFX)
The Expendables	VFX Supervisor (WWFX)
The Fourth Kind	Production VFX Supervisor, On-set VFX supervisor
Ninja	Crowd Simulation Artist (Massive)
Command Performance	Crowd Simulation Artist (Massive)
The Code	3D Lead Artist
Private Valentine: Blonde and Dangerous	VFX Supervisor (WWFX)
Roman Mysteries (TV series)	On-set VFX supervisor
Day of the Dead	Production VFX Supervisor, On-set VFX supervisor
Rambo	VFX Supervisor (WWFX)
Attack of the Gryphon	Production VFX Supervisor, On-set VFX supervisor
Wicked Little Things	Production VFX Supervisor, On-set VFX supervisor
The Contract	Production VFX Supervisor, On-set VFX supervisor
End Game	Production VFX Supervisor, On-set VFX supervisor
Edison	VFX Supervisor (WWFX)
Submerged	Production VFX Supervisor, On-set VFX supervisor
Mansquito	Production VFX Supervisor, On-set VFX supervisor
Control	3D artist/generalist
Unstoppable	VFX Supervisor (WWFX)
Alien Lockdown	Production VFX Supervisor, On-set VFX supervisor
Air Marshal	Production VFX Supervisor, On-set VFX supervisor
Submarines	Production VFX Supervisor, On-set VFX supervisor
Alien Hunter	VFX Supervisor (WWFX)

Work History and Credits (cont.)

Production	Position
Death Train	3D artist/generalist
Shark Attack 3: Megalodon	3D artist/generalist
Derailed	3D artist/generalist
Crocodile 2: Death Swamp	3D artist/generalist

Education

University of Gabrovo (Bulgaria) - Master Degree in Electronics and Automation