Oleksnadr Androsov

Portfolio

Bachelor of Arts | Master of Arts
Film Director | Design Management

Portfolio Trailer

https://www.youtube.com/watch?v=zgpCKl-fPQw

Oleksandr Androsov

B.A. Film Director

M.A. Design Management

◆ Personal Data & Contact

Born on: 9. January, 1994

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Email: androsov.o@outlook.com

Languages: Deutsch, Englisch, Ukrainisch, Russisch

About Me: Creating a light that is good and serves as a source of illumination for others is no easy task—it comes with many challenges. But this is precisely the task I embrace—determined and with passion.

I am a person who highly values consistent action and prefers to proceed in a strategic, pragmatic, and practical manner. For this reason, challenges and continuous learning are essential to me. I enjoy participating in projects that seem difficult, require a high level of professionalism, and are ultimately realized by a unified team. In complex projects, I like to take on a strategic or tactical role to ensure that we, as a team, achieve the best possible results.

I can rarely resist sweets and music, but in my opinion, the heart of an artist should not live without these joys of life.

◆ Education

2011:
Graduated from Private School "Delfin", Ukraine

2011 - 2014:
Johann-Christian-Reinhart-Gymnasium Hof(Abitur)

2014 - 2017:
Hannover Universität Leibniz

2017 - 2019:
Technische Universität München

2019 - 2023:
Macromedia Hochschule München (Bachelor)

2023-2024:
Macromedia Hochschule München (Master)

◆ Work Experience

Constantin Entertainment (2021 - 2022):
"Last one Laughing"
 Role: Transcriber

Unified Filmmakers (2022)
Internship (6 Monate)
Role: Live Directing, Mangement, Graphic Design, Assistent Producer, Script supervisor, Web Design

◆ Spezialisation

As a filmmaker, I specialize in screenwriting, story development, directing, VFX, CGI, animation, and music. The scientific research conducted as part of my master's thesis has helped me gain a strategic understanding of the ideation process during pre-production and develop practical methods like frameworks to iteratively optimize ideation and narrative design processes.

◆ Zusätzliche Ausbildung

I highly value continuous learning and have completed a variety of courses at the online school for thinking and philosophy, Apeiron, I further developed my skills as a writer and gained both theoretical and practical knowledge in profiling, strategic thinking, the fundamentals of philosophy, and semantic analysis.

Since 2019 I have been taking various courses on Udemy to expand my professional skills. These include courses in animation, rigging, weight painting, materials, environment design, compositing, simulation, CGI, video editing, cinematography, color theory, motion graphics, graphic design, film production, and project management.

The online courses from Hollywood Camerawork have helped me further develop my directing skills in casting, rehearsals, role development, and on-set work.
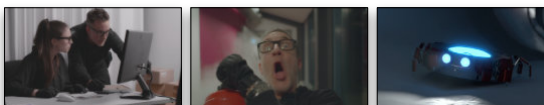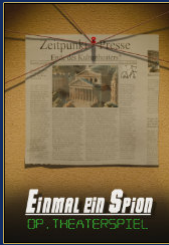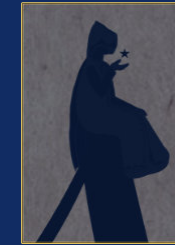
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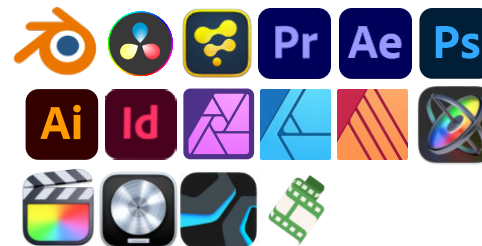
Contents

Filmography

Title: Einmal ein Spion: Operation Theatherspiel

Role: Script, Director, Casting, Production, Edit, VFX, CGI, Animation, Sound Design, Music.

Year: 2025

Type: Episode from a series

Genre: Action-Comedy

Logline: The villain's headquarters turns into an escape room for Edwin and Emma, while the fate of the Cultural Theater is at stake.

Synopsis: Edwin and Emma are assigned to investigate the financial manipulations of the Cultural Theater director and uncover why the theater is set to be demolished in favor of an office building. However, breaking into the villain's headquarters proves to be more challenging than expected, as the highly advanced surveillance system presents unexpected obstacles for the two spies.

Note: The project is to be regarded as an episode of a potential series within a larger overarching story about a former spy Edwin and his daughter Emma, who one day discovers that her father is a spy and, as a result, becomes involved in the world of espionage herself.

Link zum Projekt: https://youtu.be/mwDjzVfBKDw (Eng Subtitles available)
Trailer: https://www.youtube.com/watch?v=XcLWmR9ZJZI
Music: Playlist on Youtube
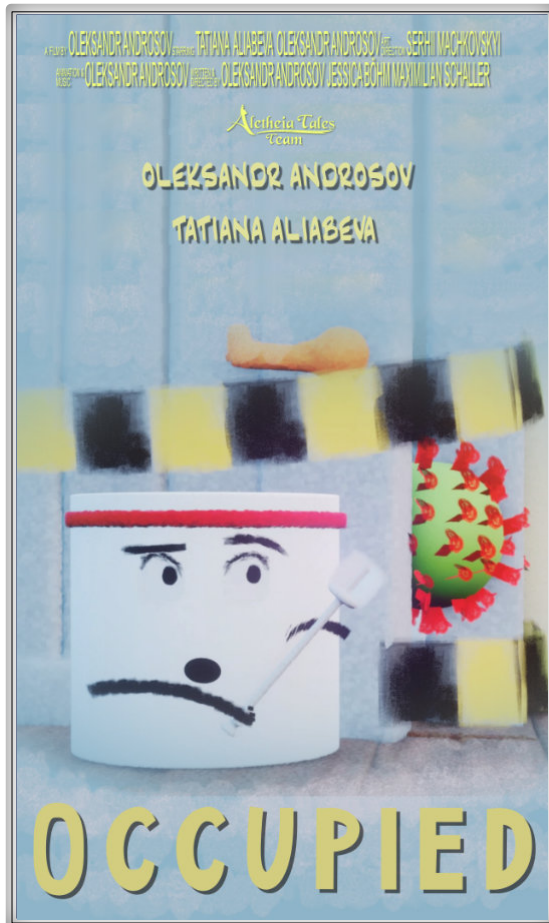
Title: Occupied

Role: Script, Director, Edit, Production, VFX, Animation, 3D Modeling & Sculpting, Sound Design, Foley, Voice Acting, Music.
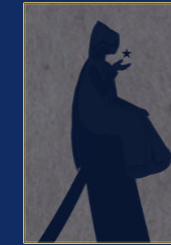
Year: 2023

Type: Shortfilm (Animation)

Genre: Comedy

Logline: A toilet paper roll struggles with deep existential questions, only to uncover its hidden potential along the way during the COVID-19 pandemic.

Synopsis: Theodor Papié is stuck at home during lockdown, overwhelmed by loneliness and despair, leading to deep existential conflicts with himself. However, with the help of Kung Fu, art, and love, he discovers a way to overcome himself and bring color back into his life.

Link to Project: **https://www.youtube.com/watch?v=mPcKauOmKAw**

Title: So treffen sich die Segeln

Role: Script, Casting, Regie, Edit, VFX, Animation, Sound Design, Music.

Year: 2021

Type: Shortfilm

Genre: Romantic Comedy

Logline: As a former musician gazes out from the shadows of his past into the light, he discovers a musician with angelic likeness playing across from a church. Her melody touches him deeply—guiding him to separate light from darkness within himself and rediscover his own music.

Synopsis: During a dreary lunch break, former musician Dominik sees a street musician playing in the light and falls in love, awakening a long-forgotten longing for music within him. Through small gestures and fateful encounters, a special bond begins to form between them—until his life falls apart, and she vanishes without a trace. But when he returns to where it all began, he finds her again—and with her, the strength to love himself and rewrite his own life.

Link to Project: **https://www.youtube.com/watch?v=l24OPEqLN2k**

Title: Wahnsinn^6

Role: Script, Casting, Director, Directing Assistant, Edit, VFX, Music.

Verantwortung für Folgen: "Tea time" & "Der Muffin".

Year: 2022

Type: Instagram Series

Genre: Comedy

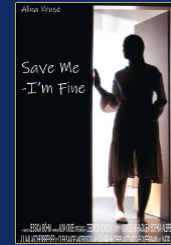**Logline:** Young people learn to live together and accept each other. But it doesn't always work out.

Synopsis: Six young people move into two shared apartments and quickly become friends. But their completely opposing worldviews creates a fragile balance—as long as everything goes well, there are no problems. However, when the first conflicts escalate, their coexistence threatens to descend into complete chaos.

Link to Project: https://www.instagram.com/wahnsinnhoch6/

Muffin: https://www.instagram.com/p/CdHjoivApsr/

Tea Time: https://www.instagram.com/p/CdHhVtnPazh/
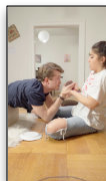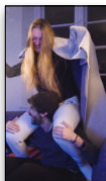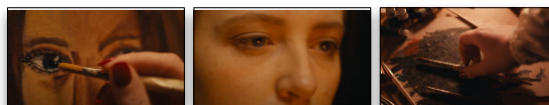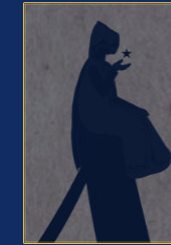
Title: Save me - I'm Fine.

Role: Directing Assistant, VFX.

Year: 2023

Type: Music Video

Genre: Drama

Logline: A young artist wanders through the dark depths of her soul to find herself.

Synopsis: The artworks of a young artist named Hope always leave her feeling unsatisfied—until one day, the darkness within her emerges, and her creations are consumed by mysterious ink. Deep inside, Hope encounters her repressed unconscious self and must find the path to unity to rediscover her inner peace.

Link to Project: https://www.youtube.com/watch?v=RV_YzhJ-mP8
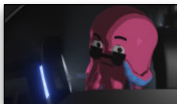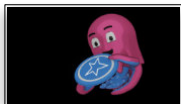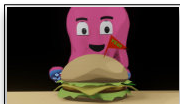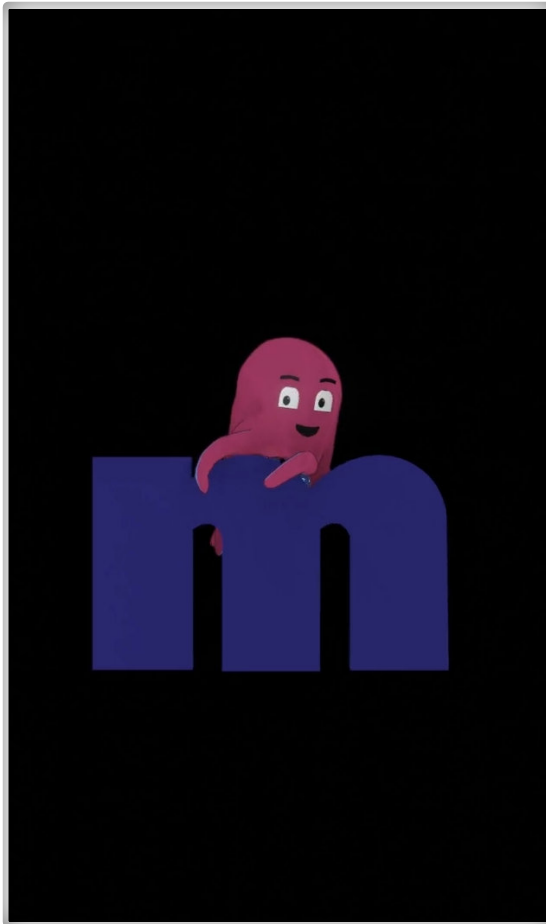
Title: Werkschau

Role: 3D Modeling, Sculpting, Animation, Sound Effects.

Year: 2023

Type: Online Show B-Roll

About the Project: For the annual showcase of student projects at Macromedia University Munich, an online show was organized. I was commissioned to model, rig, and animate the show's mascot. The animation was used as an interlude between the student projects.

Link to Playlist: https://www.youtube.com/playlist?list=PLNM5VfI-7wbnn2yTKKL7VWkmgOhgnBGZO
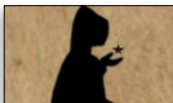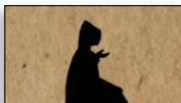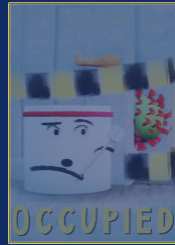
Title: Aletheia Tales Team Intro

Role: Animation, Music, Graphic Design.

Year: 2023

Type: Intro

About the Project: For my YouTube channel, I wanted to create an intro that effectively captures the essence of the channel and my personality. To achieve this, I conducted a psychological projective test and developed a story. From this, I hand-animated the magician in 2D, designed the typography in a vector based program, and created the stars using particle physics in Fusion. Finally, I composed the music for the intro in Studio One.

The following intro can be seen as the opening sequence in the project "Occupied."

Link to Project: https://www.youtube.com/watch?v=mPcKauOmKAw

Research

Transformational leadership

Steve Jobs

Macromedia University of Applied Sciences

Master Thesis

In Design Management

To be continued...
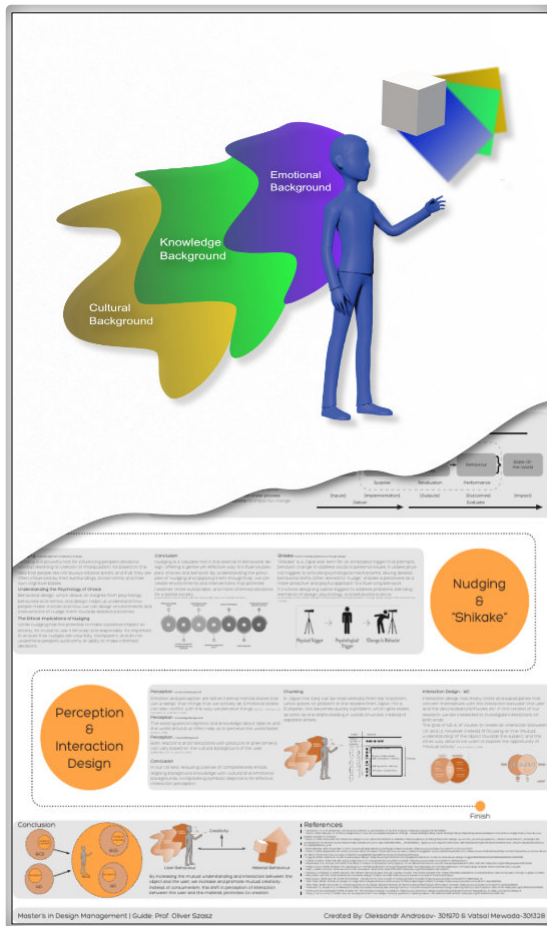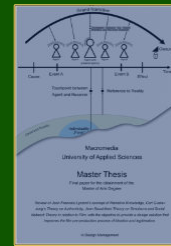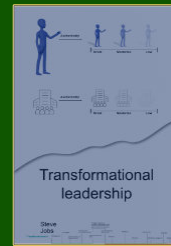
Title: Design Behavior (Human Perception)

Role: Grounded Theory Researcher

Year: 2024

About the Project: In Design Behavior research, together with my research partner Vatsal Mewada, I explored the interaction between humans (subjects) and products (objects). We discovered that without mutual understanding between object and subject, no procreative bond can emerge. This bond is based on the behaviorism of both the subject and the object.

We analyzed numerous human-object interactions, always considering three key criteria: the emotional, cultural, and psychological background of the subject. Ultimately, a design decision where the product understands the user and the user understands the product is a reliable way to foster mutual creativity. When such harmony occurs, the subject and object can realize creative ideas together. For example, a human and AI.
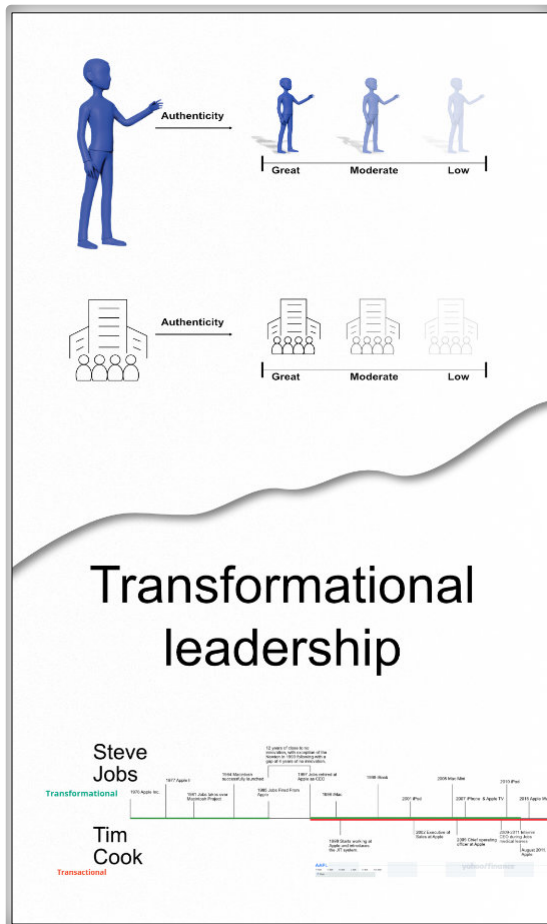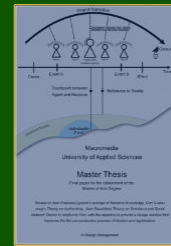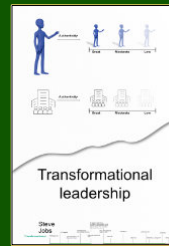
## Title: Transformational Leadership (Leader's Authenticity)

Role: Grounded Theory Researcher

Year: 2024

About the Project: In Transformational Leadership research, Shyam Chandarana and I explored the processes and consequences of transformative leadership. Using the examples of Kodak and Apple, we were able to effectively compare Transformational and Transactional Leadership, analyzing why some companies thrive while others face catastrophic failure.

Additionally, we examined the topic through the lens of Carl Gustav Jung's concept of individuality, drawing parallels between the loss of individuality in a person and the loss of authenticity within a company. Our key finding was that a company's core authenticity is a driving force behind its longevity. However, the continuous loss of authenticity—caused by the turnover of strategic employees in key positions—can lead to a scenario where these employees project their own authenticity onto the company, ultimately neglecting the company's original identity.

From the consumer's perspective, this shift may feel like a betrayal, leading to a gradual loss of interest over time. Examples of this phenomenon include Toys "R" Us and Kodak.
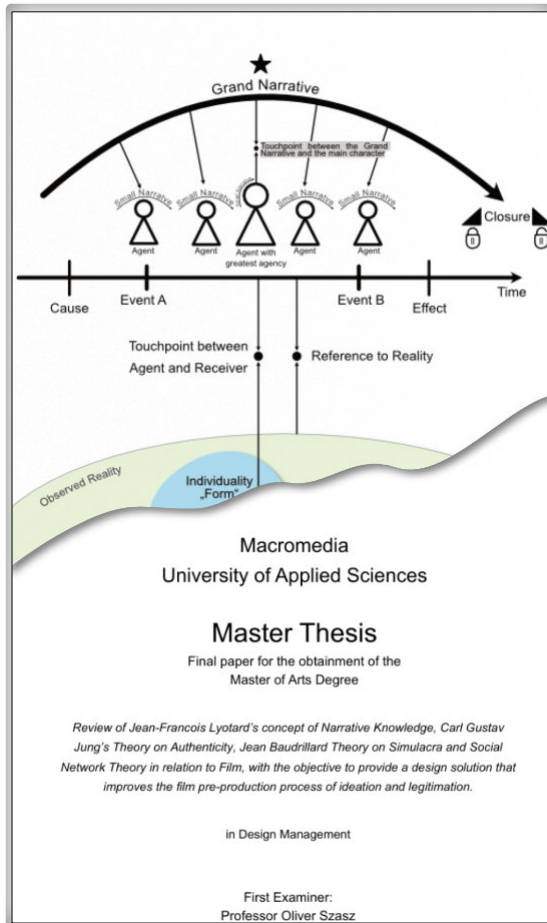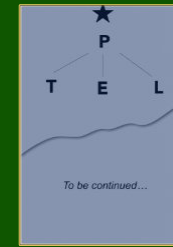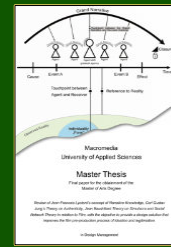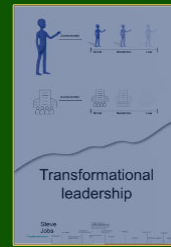
Titel: Master Thesis (Narrative Design)

Thema: Review of Jean-Francois Lyotard's concept of Narrative Knowledge, Carl Gustav Jung's Theory on Authenticity, Jean Baudrillard Theory on Simulacra and Social Network Theory in relation to Film, with the objective to provide a design solution that improves the film pre-production process of ideation and legitimation.

Role: Grounded Theory Researcher, Interviewer

Year: 2024

About the Project: As part of my master's thesis, I researched the pre-production process of filmmaking, with a particular focus on ideation and the legitimization process of a creative individual through a qualitative approach. To achieve this, I followed the insights of Jean-François Lyotard, exploring his theories on narratives and narrative knowledge. I examined how narrative knowledge emerges and how it can be effectively integrated into a film's narrative.

Building on the ideas of Carl Gustav Jung and Jean Baudrillard, I derived methods to ensure that the developed material remains authentic and true to the original author. This enabled me to design a framework that preserves the uniqueness of an author's ideas, ensuring they are not distorted but instead projected authentically and powerfully to the outside world.

Additionally, using Social Network Theory, I analyzed how narrative knowledge spreads and how its impact on recipients—whether positive or negative—depends on the quality of the narrative knowledge itself.
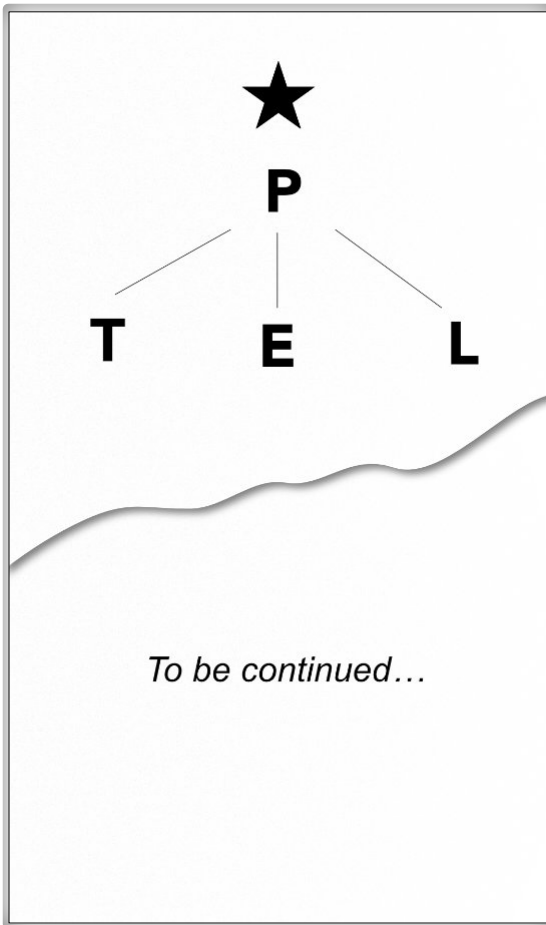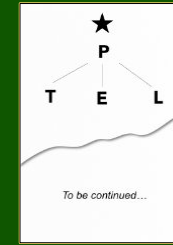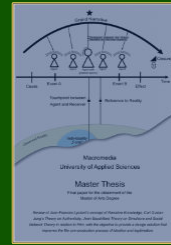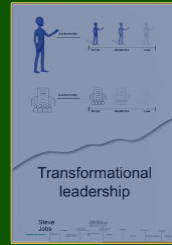
Title: Character Chemistry (Narrative Design)
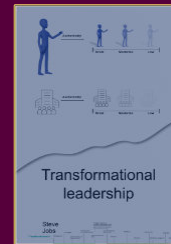
Role: Forscher, Interviewer

Year: 2025 (Laufende Forschung)

About the Project: From my master's thesis, it became evident that the insights into narrative knowledge have the potential to be applied in psychological analysis. This realization was reinforced during the interviews; however, the sample size of respondents was relatively small. Nonetheless, the analysis proved to be highly effective in character development, particularly in character chemistry of narrative-driven projects.

For the analysis, I examined Disney's Hercules, DreamWorks' Shrek, and Warner Bros.' Harry Potter and the Prisoner of Azkaban. I aim to further explore and refine these findings with the hope of developing a Character Chemistry Framework. This framework would not only make the characters in films or books more engaging but also provide a more structured approach to ideation and character relationships, moving beyond the commonly used archetypal classifications of character dynamics in storytelling.

Workshops

Transformational leadership
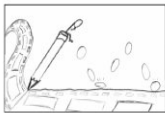
## Titel: Animation für Filmemacher, Designer und Schauspieler Workshop

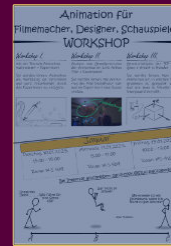**Role:** Workshop Material Development, Lecturer

Year: 2023

About the Project: During my directing studies, I dedicated a significant amount of time to animation, studying it independently alongside my main coursework. As part of my student initiative at the university, I decided to share my knowledge with fellow students by creating an introductory course for animators.

Together with Maximilian Schaller, who also co-directed the animated film Occupied, we taught students about the origins of animation, how it can be fun, why 3D animation is so popular, and how to quickly and efficiently create a storyboard in 3D. Additionally, the course focused on bridging the conscious and subconscious mind to develop ideas for small projects. Every student successfully applied the methods and came up with engaging and creative concepts.

One of the tasks involved animating themselves at 5 FPS to gain a sense of how frames flow in a film reel. Later, students worked in groups to produce a 30-second short film, applying blocking, set design, and the 12 principles of animation to create dynamic interactions between background and foreground elements.
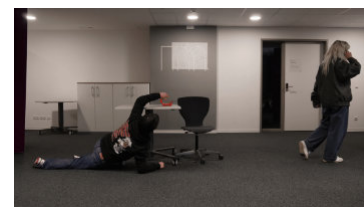
Title: Narratives Knowledge Workshop

Role: Workshop Material Development, Lecturer

Year: 2024

About the Project: In this workshop, I also took on the role of an instructor, as my task was to teach participants—based on my master's thesis—what narrative knowledge is, how it can be used to develop ideas, and how a creative individual can legitimize themselves through it. The participants quickly grasped the material and successfully applied it to character dynamics in Disney's Hercules, Harry Potter and the Prisoner of Azkaban, and Shrek.

Following this, a volunteer participant stepped forward to create a story. Within our groups, we collaboratively developed a compelling narrative featuring a protagonist, a villain, supporting characters, and a gripping story about two twins, only one of whom can become king. We also ensured the story had a strong emotional resonance with the audience to foster identification with the characters.

The participant felt confident pitching the story, and the rest of the group remains eagerly awaiting the final product—one that will hopefully be brought to life on screen someday.

Behind the Project

Title: Einmal ein Spion: Operation Theatherspiel

Einmal ein Spion is my most ambitious project to date, requiring immense perseverance, planning, and professional execution. The following pages will not cover the screenplay, directing, or music, as these can be experienced directly in the short film. However, the film incorporates numerous visual effects, practical effects, and CGI, which will be showcased on the next pages.
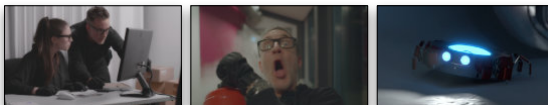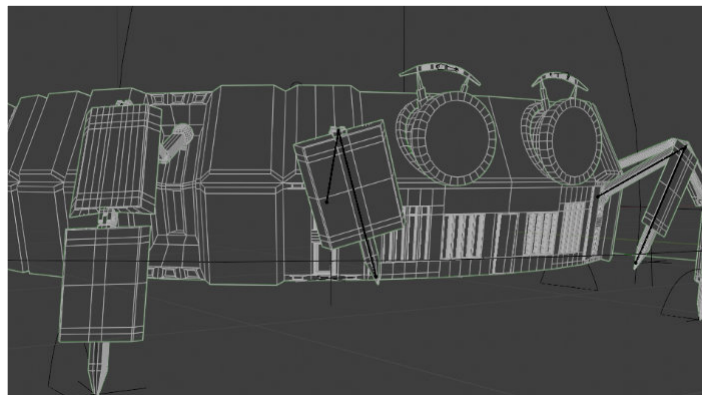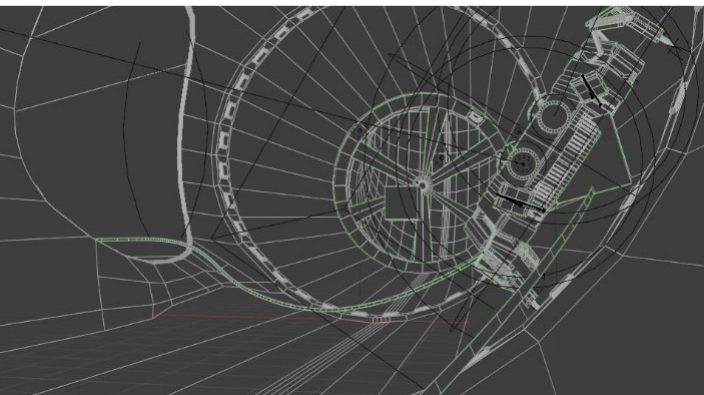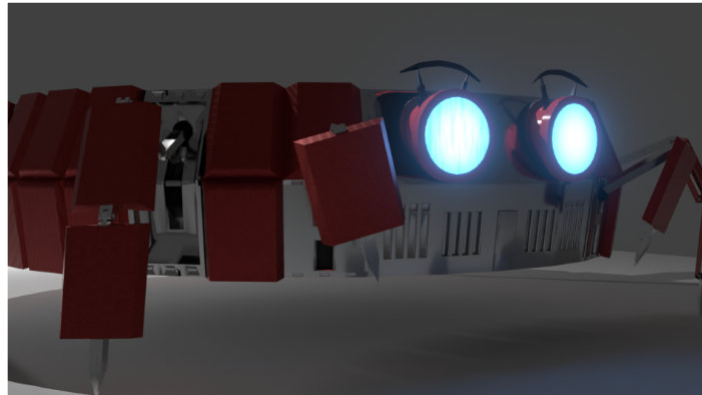
S.A.M. Spider Assistant Mech

S.A.M. is a robotic spider that assists Edwin and Emma on various missions.

The spider was designed and illustrated from scratch before being integrated into the film as a CGI element. All materials were created either using PBR textures or generated procedurally in Blender.

The rig of the 3D model was attached to semi-circles, ensuring the smooth movement of its legs.

## S.A.M. Spider Assistant Mech

The spider was exported using layer separation, dividing it into 3D model, shadow catcher, and reflections. Additionally, the animation was enhanced with motion blur and a pixel filter of 3.00 pixels to soften the edges of the spider and create a smoother, more fluid animation
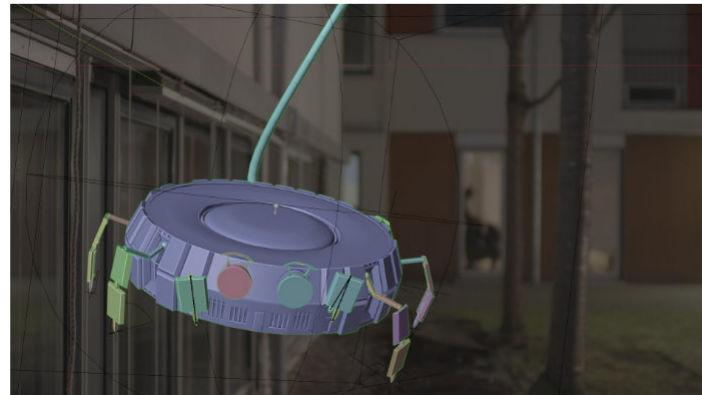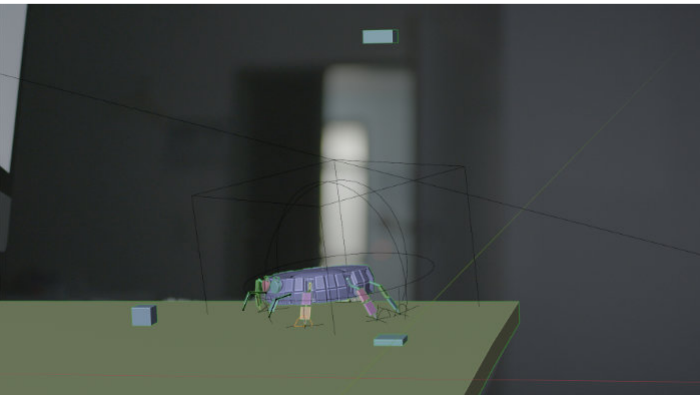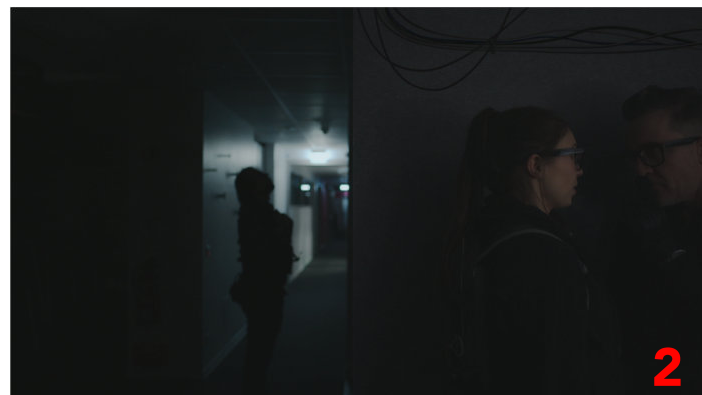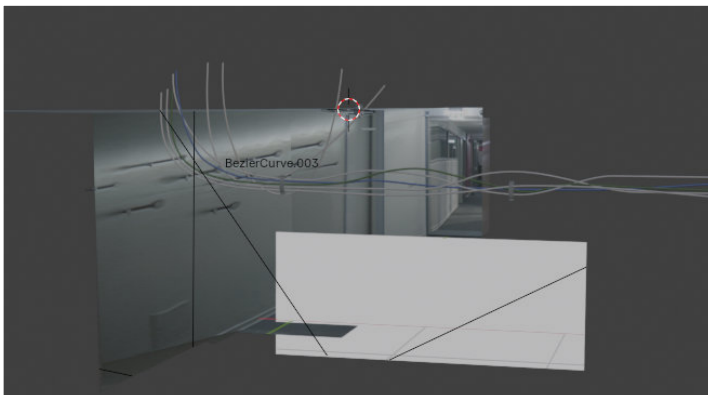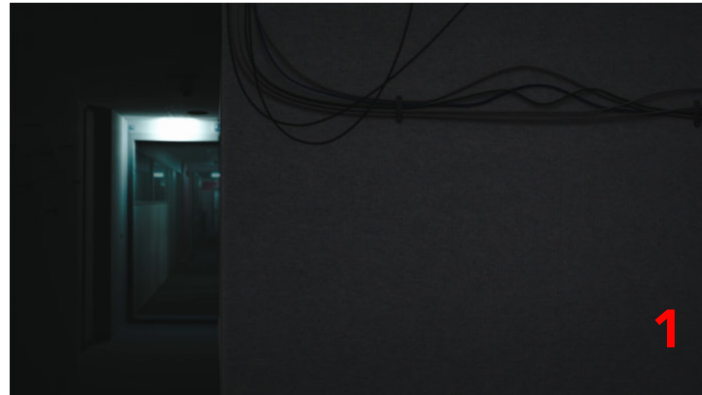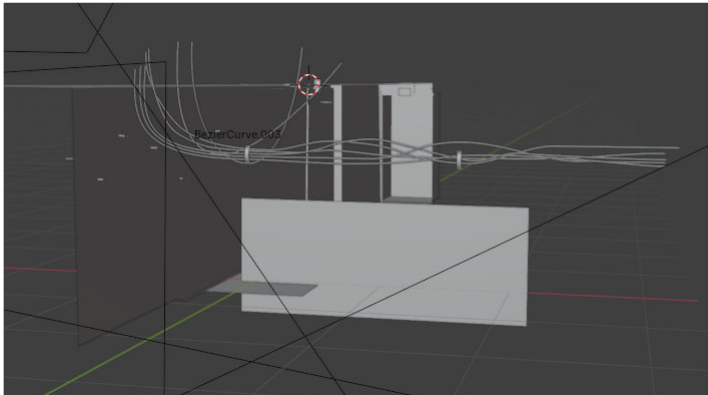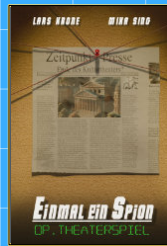
CGI Cable

In **Shot 2**, the cables were designed as 3D models, textured with materials, and integrated into the scene as CGI objects. In **Shot 1**, the hallway from **Shot 2** was additionally reconstructed and used as a 3D object.
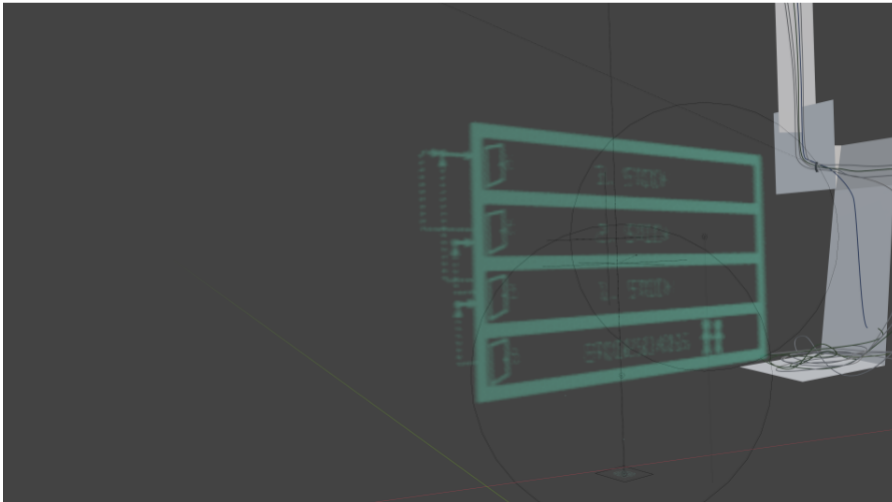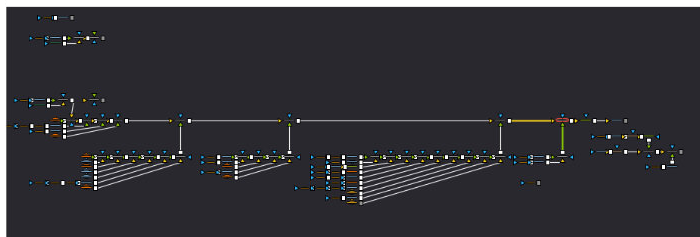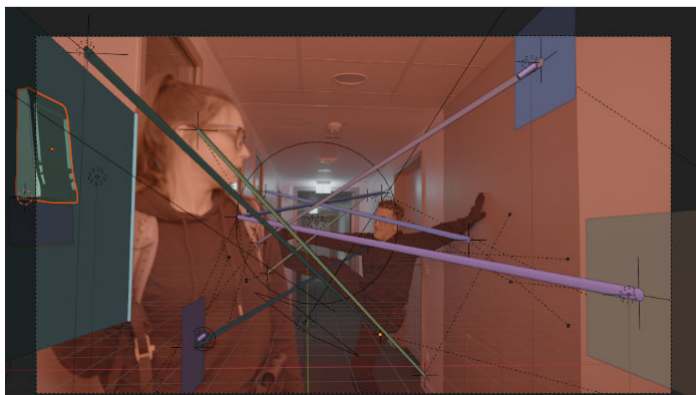
CGI Hologram

The hologram was also designed entirely from scratch and created through material manipulations in Blender. Additionally, a light source was placed beneath the hologram, along with subtle wiring under the table to enhance realism.


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Compositing Node Tree
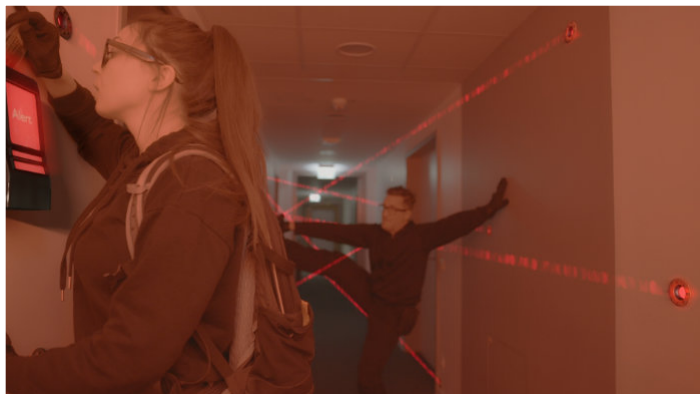
Lasers CGI

The lasers were marked with threads on set, recorded, and then removed to give the actors more freedom of movement. In post-production, adjustments were made to refine the laser positions. The lasers themselves are 3D objects with a procedural volume material, and the laser emitters are also 3D objects designed with materials. Additionally, the card reader was modeled in 3D and integrated into the scene.

The actors had to be rotoscoped, and shadows on Emma had to be partially hand-drawn. This resulted in a complex node tree in Fusion to achieve the final visual composition.
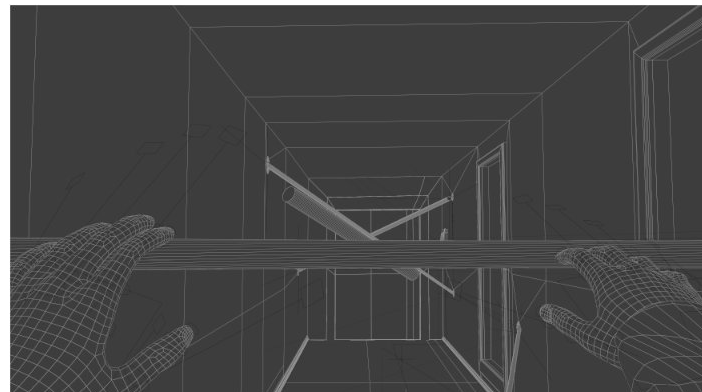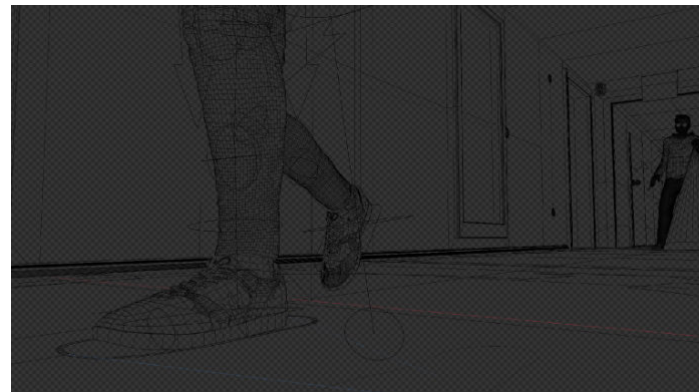
Laser CGI

The camera movement sequence and the POV sequence had to be created entirely in 3D. This included 3D doubles of both actors (generated using a Character Generator Add-on), 3D lasers, and a 3D replica of the set. The entire process—modeling, animation, and texturing—was done in Blender.

Although an add-on was used for the 3D character doubles, the clothing for both characters and Edwin's face still had to be sculpted manually.
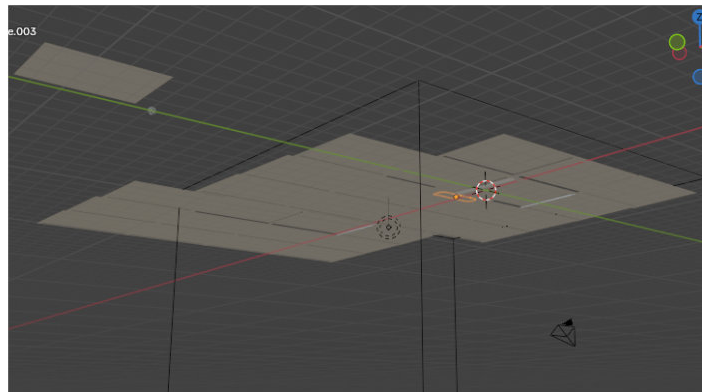
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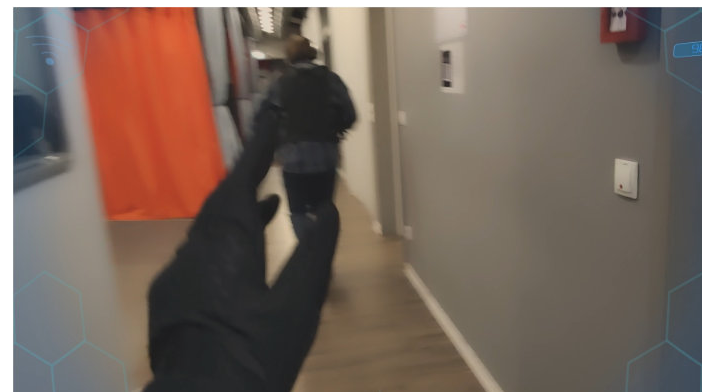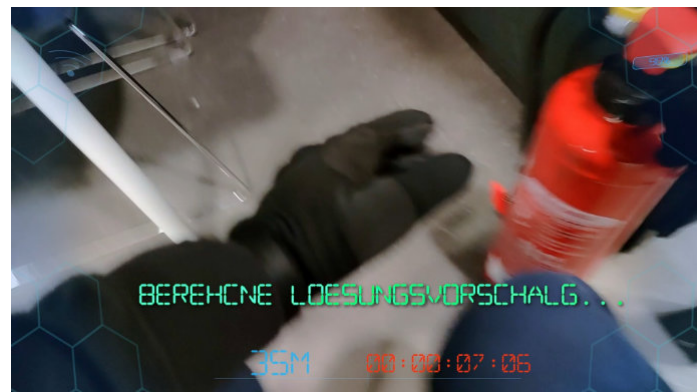
Heads Up Display

The heads-up display (HUD) of the glasses was designed as motion graphics in Fusion.
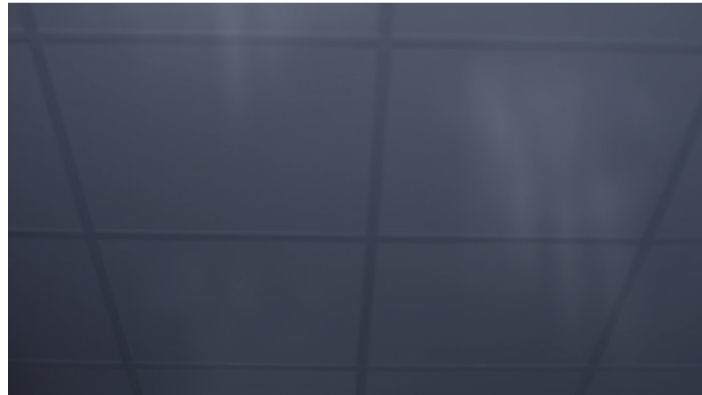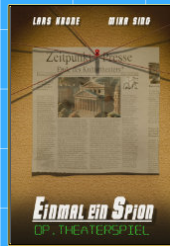
Dust

The dust from the ceiling was created using a smoke simulation, where the ceiling was roughly modeled, and objects were added to interact with the particle effects of the smoke simulation—such as the character's hand or shoulder.

Fire Extinguisher

The fire extinguisher effect was also enhanced in post-production, as there was not enough extinguisher dust in the air during filming. Additionally, I had to be masked out. The smoke simulation was created partially in Blender and partially in Fusion.
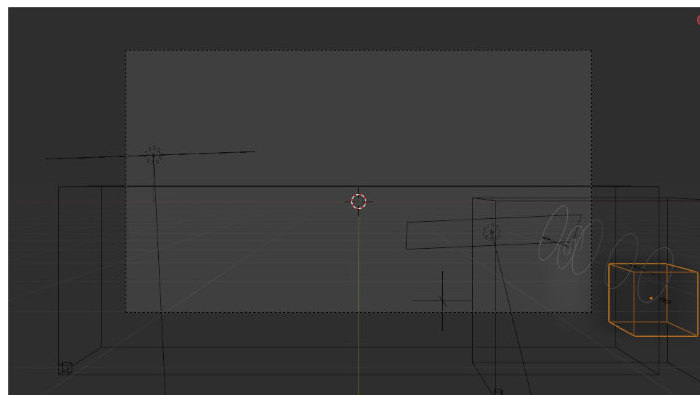
Closing Words

Einmal ein Spion was an incredibly challenging project. Despite a smooth production process and a strong, dedicated team, a significant amount of work fell into post-production, including VFX, retouching, CGI, and animation. However, we always prioritized team spirit, and through mutual support, we were able to bring this project to life. Strong teamwork gave us hope, and we could physically feel that energy on set—allowing us to create something truly magical together.

Not everything from every stage of production is included in this portfolio, but I am always open to any questions.

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Thank you for Your attention
and hopefully...
one day we create something magical together...