

Alexey Abramov

COMPLETE PROJECT LIST

FULL-CYCLE DIRECTOR / HEAD OF PRODUCTION

2026

This is the complete list of my projects across television, documentaries, entertainment, commercials, digital, gaming, and production tools.

■ CURRENT ROLE AND FLAGSHIP PROJECTS

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Ledohod Production

2023—PRESENT
- Ledohod Production · Head of Production / director
- I joined Ledohod as an editor on June 13, 2023, and became Head of Production a year later. I now lead several projects in parallel — from preparation and production through post and final delivery — while continuing to work as a director.
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Actor Dynasties with Vadim Vernik

2026
- IRI · Kino Mail · Ledohod Production · Project director / full-cycle director
- I directed and delivered six documentary films, each approximately 60 minutes long, about renowned Russian acting dynasties. The project was part of the competition programme at the IV ORIGINAL+ DOC Festival 2026.
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Happiness Is Near

2025—2026
- OK Dating · Ledohod Production · Full-cycle director
- Together with the creative producer, I led the directing side of the project: visual concept, studio, multicamera shoot, and the entire post-production cycle. Each episode reached approximately 6.0–6.75 million public views on Odnoklassniki.
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Vadim Vernik's Acting Studio

2024—PRESENT
- VK Video · Kino Mail · Ledohod Production · Motion design and edit direction (seasons 1–2); full cycle (season 3)
- In seasons 1–2, I created graphic animation and directed the edit of selected episodes. From season 3 onward, I lead the project's production and post-production in full.
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Tulesna staged commercial

2026
- Tulesna · Ledohod Production · Full-cycle director
- In ten days, I completed the full cycle of a staged commercial: script refinement, scout, pre-shoot, storyboard, work with six actors, production, and final edit. The film was made for a large exhibition-stand screen.
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KINOFAN

2024—2025
- VK Video · Kino Mail · Production and post-production director
- I built the shooting model for an entertainment film programme and led eight hour-long episodes through production and post-production, with two teams competing in their knowledge of cinema.
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PROsmotreno

2023—2026
- VK Video · Kino Mail · Ledohod Production · Full-cycle director / voice-over director
- I led the visual side of this film programme, which included a studio show, premiere interviews, and remote conversations with international actors and directors. I was responsible for its look, shooting model, editorial rhythm, and final master.
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■ CURRENT ROLE AND FLAGSHIP PROJECTS — CONTINUED

08 PROsmotreno EXPRESS PRESENT

VK Video · Kino Mail · Ledohod Production · Full-cycle director / mobile studio director

I created a compact mobile studio and a production model that allowed the team to record a series of rapid-fire interviews at festivals and industry events.

09 Maya Plisetskaya: Five Days with a Legend 2025

VK Video · Kino Mail · Ledohod Production · Full-cycle director / creator of the visual concept

I transformed journalist Vadim Vernik's account of his personal meetings with Maya Plisetskaya into a standalone 90-minute visual special and led it from the artistic concept through final master.

10 Sortirovochnaya FEBRUARY—JUNE 2024

United Media Group · Sortirovochnaya YouTube channel · Director

I directed a series of environmental videos for the Sortirovochnaya YouTube channel.

11 People's Interview 2025—PRESENT

Odnoklassniki · Ledohod Production · Production team

I contribute to a format in which a well-known guest answers questions from Odnoklassniki users: a voice off camera asks the selected questions, while the conversation is recorded with two cameras.

12 People's Interview: Legends 2026—PRESENT

Odnoklassniki · Ledohod Production · Production team

I contribute to Vadim Vernik's interview series with legends of Soviet film and theatre, supplemented by questions submitted by internet users.

■ IKS PROJECTS

13 IKS — Historical Quiz Stand-up SEP 2023—PRESENT

IRI · Ledohod Production · Studio director; previously editor

I have worked on IKS since September 2023, first as an editor and then as studio director. It is a seven-camera historical quiz stand-up in which comedians portraying historical figures compete in an intellectual comedy game. I replaced the fixed “one camera — one shot” model with dynamic changes of framing.

14 IKS Teams 2024—PRESENT

IRI · Ledohod Production · Studio director

A team variation of IKS: participants split into two teams and compete within the historical quiz. I direct the multicamera recording of this format.

15 IKS Experts 2025—PRESENT

IRI · Ledohod Production · Studio director

An expert variation of IKS: a guest specialist moderates the game, helps the participants, or deliberately sends them down the wrong path. I direct the multicamera recording of this format.

■ IKS PROJECTS — CONTINUED

16 **IKS Immersive** 2026—PRESENT

IRI · Ledohod Production · Studio director

An immersive variation of IKS in which the studio audience becomes part of the game and staging. I created the visual design and direct the multicamera recording of this format.

■ NATIONAL TELEVISION

17 **Vesti News · Russia 1** 2014—2017

VGTRK · Russia 1 · News video editor; assistant director

I began on overnight edits, then became a daytime news video editor and combined that work with the assistant director role. During one broadcast, I restored control of a frozen vision-mixing desk in eight seconds.

18 **Videli Video?** 2018—2022

Channel One Russia · Full-cycle director; previously pre- and post-production director

From July 2018 to September 2022, I progressed from pre-/post-production director to full-cycle studio director. I was responsible for production, edit, and the programme's visual language. The programme later became a top-three finalist at the 2023 TEFI Awards.

19 **Tonight** 2018—2022

Channel One Russia · Guest studio director

From January 2018 to September 2022, I worked as a guest studio director and directed the programme's production.

20 **In Fact** 2018—2021

Channel One Russia · Guest studio director

From September 2018 to mid-2021, I worked as a guest studio director and directed the programme's production.

■ DIGITAL, GAMING, AND ORIGINAL FORMATS

21 **Sony PlayStation RU — commercial series** 2016

Sony PlayStation RU · Director / camera operator / editor

I shot and edited several commercial films for the official PlayStation Russia YouTube channel. I directed and edited every film, and also worked as camera operator on most of the production.

22 **GamesTattler** 2016

GamesTattler · IGM · Co-creator / director / editor

Together with the team, I developed gaming-news and vlog formats, directed and edited episodes. The team later produced the same types of content as paid work for the major gaming channel IGM.

23 **TikTok @richardtheblackdog — Nastya and the Dog** 2020

Original project · Format creator / director / camera operator / editor

I created the format, shot, edited, and published the videos, and tracked their performance. Over eighteen months, the project grew organically to 174.3K followers, 6.4 million profile likes, and one video with 23.1 million views.

■ DIGITAL, GAMING, AND ORIGINAL FORMATS — CONTINUED

24 **Original esports tournaments and test broadcast** 2021—2022

Original projects · Initiator / producer / broadcast director

I organised and ran two test Heroes of the Storm tournaments: the first tested operations without a broadcast, while the second had a public stream. I prepared a third tournament but cancelled it before launch.

■ SYSTEMS, TOOLS, AND PRODUCTION PRACTICE

25 **Post-production department workflow** ACTIVE

Ledohod Production · Author and implementation lead

I built a clear workflow for the post-production department: who gets each task, when the assembly is reviewed, how the master is checked twice, and how versions are preserved across several parallel projects.

26 **VoiceFX Logger** ACTIVE

Original production tool · Tool creator

I created a tool that copies the timecode from DaVinci Resolve, transcribes a spoken note, and compiles a ready-to-use entry. A typical note now takes about ten seconds instead of a minute.

27 **Project and deadline control system** ACTIVE

Ledohod Production · internal tool · Author and implementation lead

I built an internal tool showing stages, deadlines, owners, team workload, and the points where a project is at risk. The system is designed for approximately fifteen production tasks running in parallel.

28 **Google Sheets → DaVinci: automated graphics** ACTIVE

Ledohod Production · Process author and developer

I connected spreadsheets to DaVinci Resolve and removed the manual placement of template graphics. For an episode with roughly 80 elements, the initial layout takes around five minutes, while review and manual finishing take approximately 1–1.5 hours.

29 **Production migration from Premiere Pro to DaVinci Resolve** DATES BEING CONFIRMED

Ledohod Production · Initiator / implementation lead / team mentor

I initiated the transition, tested large projects in DaVinci Resolve, and trained the editors. The complete migration took around six to seven months and, in my estimate, made programme assembly approximately 35% faster.

■ EARLY AND ARCHIVE PROJECTS

Exact dates and role boundaries for some early work are still being reconstructed.

30 **Early-stage Rozetked**

Rozetked · Format development

I joined Rozetked at an early stage and contributed to the search for a viable video format.

31 **Rozetkanutoe Show**

Rozetked · Caramba TV · Creation and production team

I contributed to the creation and release of an early technology show that was noticed by the Caramba TV platform. The project ran for approximately seven months.

■ EARLY AND ARCHIVE PROJECTS — CONTINUED

32 **FLC Beauty commercial**

FLC Beauty · Director / editor

I worked on a small commercial for the FLC Beauty salon.

33 **TikTok burger-making videos**

Director / camera operator / editor

I created short vertical videos about making burgers.

34 **First paid wedding projects**

Private clients · Editor; later camera operator

I started with paid wedding-video editing, then spent around two years working on shoots alongside a more experienced partner.

35 **School photo albums for Okhotnik Publishing**

Okhotnik Publishing, Magadan · Image retoucher

I processed photographs for school albums: separated people from backgrounds and prepared large image batches for layout. This was one of my first paid jobs working with images.
