



Mikhail Terekhov

LED systems Operator
& Showcontrol
Engineer

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Belgrade, Serbia

Socials

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Languages

Russian
Native

English
Professional working



Experience

- Aug 2024 - Nov 2025 Belgrade, Serbia
 - Show control Engineer & LED Screens Operator
FISSURE
 - Lead technical operations for Fissure Playground tournaments, ensuring seamless show control and media synchronization.
 - Manage LED screens workflow using Pixera, integrating timecode and Bitfocus OSC commands for lights, sound, and visuals.
 - Scripting show on programming language for dynamic content changing (ingame HUD, DataDriven graphic)
 - Collaborate cross-departmentally with Tech, Design, Marketing teams, and external subcontractors.
 - Troubleshoot and optimize AV setups to ensure high-quality production.
- Sept 2021 - Aug 2024 Saint-Petersburg, Russia
 - AV Broadcast Engineer
Freelance
 - Designed and implemented AV signal routing schemes for live events and broadcasts.
 - Operated professional video and audio equipment, including ATEM control systems and broadcast software.
 - Ensured high-quality video/audio output and system reliability across diverse productions.
- May 2024 - Aug 2024 Saint-Petersburg, Russia
 - Studio Broadcast director & AV Engineer
Business Stream
 - Designed and implemented AV signal routing schemes for studio broadcasts.
 - Focused on live production using vMix, handling camera feeds and audio setup.
- Aug 2021 - May 2024 Saint-Petersburg, Russia
 - Rental Manager
RENTALL
 - Managed film rental operations, handling cameras (Blackmagic, ARRI, RED) and extensive lens collections.
 - Monitored equipment condition, ensured functionality, and provided customer support.
 - Coordinated inventory and scheduling for client projects.

Education



Saint-Petersburg State University of Culture

Bachelor's Degree in Film, Photo, and Video Studio Production

2020 - 2024, Saint-Petersburg, Russia

Tools



PIXERA
Media playback & Compositing



Companion
Show Control & Automation & API



Designer | Disguise
Media playback & Compositing



Resolume Arena
Media playback & VJ-showrun



VMix
Broadcast Software switcher



COEX & NovaLCT
Mapping & Manage LED-Processors



Unreal Engine 5
Realtime graphics solutions



Houdini FX
VFX & Karma Rendering



Blender
3D graphics



Rive App
UI Framework



Cursor
AI IDE

Skills



Production

Show
Control

Rundown
writing

AV Signal
routing

Hardware &
Software
setting up



Development

LUA Script

Python

HTML

CSS
JS

Data-driven
graphics



Design

UI
Design

Web
Design

Design
System

User
Experience



Soft Skills & Art

Managing
personnel

Project-budget
accounting

Directing and
operating cameras

Tempo-rhythm
awareness

Portfolio



FISSURE PLAYGROUND – CS 2025
on BELGRADE ARENA

E-sports Tier1 tournament

[live from twitch](#)

SHOWCASES

[WATCH OPEN SHOW](#)

[WATCH BREAKTIME](#)

[WATCH COUNTDOWN TO GAME](#)

[WATCH TRIGGERS FROM GAME](#)

[DATA-DRIVEN GRAPHIC \(MAP VETO\)](#)



FISSURE PLAYGROUND – DOTA 2025

E-sports Tier1 tournament

[live from kick](#)



BB DACHA DOTA October 2024
E-sports Tier1 tournament



BB DACHA CS August 2024
E-sports Tier1 tournament