Alex Printz

Animation & Graphics

Minneapolis, Minnesota

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✕ Hard Skills

- Animation skills: hand drawn, 2d digital, and 3d capable in a variety of styles.

- Experienced in Pre-production, Production, and Post-Production stages, including Storyboarding, Editing and Compositing.

- Character rigging, scripting, and automation skills; additional flexible technical and troubleshooting skills.

- After Effects, Toon Boom, Photoshop, Premiere, Flash, Cinema4D, 3DS Max, and more.

- Motion Graphic Design for broadcast, broad character design, and logo design for branding and video marketing.

- Strong comprehension of file formats, video & image compression, conversion, and best-use.

- HTML5 animation & web languages; Mac, Windows, and Linux.

🎓 Education

Dual Post-Grad Certificates in Graphic Design & UX Design
Normandale Community College
2017

Bachelor Fine Arts in Animation
Minneapolis College of Art and Design
2010—2013

A.A.S. in Computer Animation
Milwaukee Area Technical College
2008—2010

▽ Abstract

Versatile artist with a proven track record of delivering above and beyond results. Creative problem solver able to grapple with large and abstract demands under all conditions. Preemptive problem mitigation for a smooth project experience. Self-directed, dependable, and excellent team player with clear communication, prioritization, organization, and workflow development.

💼 Work History

Founder, Creative Solutions Man 2017—Present
Hoot Design Studio — Minneapolis, MN
Function as solo owner and creator specializing in graphic design and animation.

- Work with clients to develop the creative content they need to fit their branding and audience.
- Responsible for networking, marketing, budgeting, project management, and branding.
- Locate and engage with clients, connect with other creatives when necessary, and manage expectations.

Character Animator 2015—2017
Sparkhouse Studio — Minneapolis, MN
Narrative and effects animator on an animated children's television show.

- Reserved by the Director for animating complex episodes and key visual effects scenes.
- Identified software shortcomings and developed new animation tools, allowing for a better product with faster turn around.
- Streamlined various workflows and helped prototype an eventual spinoff series.

  Helped push the quality and 'wow'-factor, resulting in more professional acknowledgments and awards for the studio.

Barista 2013—2014
Starbucks — Los Angeles, CA
- Three-time winner of Starbucks' M.U.G. Awards for great customer experience.

Assistant Animator 2013
Aurum Design Studio
Assistant animator for a local television commercial.

- Product was successful and was additionally featured on the local television news.
- Storyboarded out an engaging visual narrative to accompany voiceover explanation.
- Extrapolate new character designs and assets from the forthcoming brand standards.

Animation Intern 2012
Syfy Television Network
Remotely delivered a thirty second commercial to Syfy network.

- Video was well received featured on client front page website celebrating green technology.
- Acted as director, project manager, designer and lead animator alongside two other interns.
- Identified the other team members strengths, and delineated work relevant to their interests.

AutoCAD Draftsman 2007 – 2010
Multi-Fab Products — Menomonee Falls, Wi
In-house mechanical draftsman and product R&D

- Outperformed initial role of draftsman and archivist; was then transitioned into new product R&D.
- Helped redesign existing products for tighter tolerances, easier manufacturing and minimal material waste.