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Hacktopia / HOME XO



LifehackerHOMEXO

Education

Bachelor of Fine Arts,
Specialization: Graphic Design
University of South Dakota
Expected May 2026

Minor In Art History

Relevant Coursework

- ▶ Immerse AR/VR Design
- ▶ Product Design
- ▶ Brand Identity
- ▶ Typography
- ▶ Web Design 1 & 2
- ▶ Information Design
- ▶ Figure Drawing

Experience

Freelance Animator/Artist

North Sioux City, South Dakota 2015–present

Awards

Dean's List

2021, 2022, 2025

Membership

AIGA (2022)

Skills

- ▶ Adobe Animate
- ▶ Adobe Photoshop
- ▶ Adobe InDesign
- ▶ After Effects
- ▶ Adobe Illustrator
- ▶ Adobe Premiere
- ▶ Word Microsoft
- ▶ PowerPoint
- ▶ Audacity
- ▶ Blender
- ▶ Figma
- ▶ OBS Studio

Summary

Animate visual storytelling in 2D animation of Adobe Animate. Familiar in the Adobe Suite (Photoshop, InDesign, and Illustrator) for creating believable prototypes, assets, and backgrounds for building a character or scene. Design characters for complex and simple uses of graphic telling, making first impressions on details to foreshadow plot points and personality. Research different cultures and perspectives and willing to take input and calculate the best possible decision for a problem or prompt. Understand symbolism, use of timing, and color theory. Sound design with Audacity along with editing with Adobe Premiere and After Effects. Well-versed in social media.

Relevant Skills

Visual Storytelling

Creating expressions, scenery, effects, and movements to tell a story in both comedic or serious manner. Shading and color coding scenes to the character or symbolizing emotions or themes.

Timing & Spacing

Calculating proper speed and timing of scenes in addition to transitions.

Illustration

Drawing imagery or assets for branding and gaming. Color coding for themes or branding, shading for contrast or unifying a scene, focus point.

Rigging/Modeling

Rigging the skeletal system of a model for moving in ideal manners. Giving right amount of bones, moving with liveliness or smoothness, animating the idle standing to their personality.

Character Design

Designing a character based on its theme, personality, and story. Developing palette for color pairings with complimentary or chromatic harmony. Referencing events or media to ensure character and story consistency.

Storyboarding

Sketching the model and scene. Exploring both dynamic and static positions, along with directions for characters and effects.