

Alex Hecksher

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Education

B.S. Computer Science Honors, Film and Media Studies Minor
Johns Hopkins University

August 2017 – May 2021

Work Experience

Freelance Animator, IDW Publishing

May 2024 - Present

- Selected to produce promotional trailers for new comic book releases, aligning my visual style with existing comic's brand.
- Collaborated with and received notes from comic artists and social media teams to translate their art and vision into compelling animated trailers.
- Animated minute or less spots that grab the audience's attention and queue them into the larger story while leaving them wanting more.

Engineer, CineSys

January 2024 – Present

- Provided infrastructure support for major studios to boutique post houses, including maintenance of storage servers, artist workstations, and rendering equipment.
- Coordinated equipment rentals and installations; maintained asset records using project tracking tools.
- Served as on-call support for urgent technical needs, going onsite when additional engineering support was required, closing support tickets on time with high quality.

Technical Coordinator, JAMM Visual

November 2021 – September 2023

- Supported VFX artists, producers, and clients by troubleshooting issues and streamlining workflows for commercial and long-form projects.
- Automated key processes for project tracking, ingest, and deliver—reducing manual overhead put on producers.
- Took over studio-wide technical operations after supervisor departure: managed equipment purchasing, emergency on-call duties, and candidate screenings.
- Resolved high-priority client session issues under tight deadlines to ensure uninterrupted delivery and service to the client.

Motion Capture Technician, Outlook Visual FX

July 2021 – September 2021

- Helped build a new motion capture studio from scratch, configuring it for start-to-finish virtual production projects.
- Created shot lists that allowed the most effective use of the motion capture studio on shoot days.
- Developed custom scripts for Maya and Unreal Engine to support real-time visualization of the virtual scene.

Script Reader, John Fogel Entertainment**July 2020 – November 2021**

- Delivered detailed coverage and notes on scripts, evaluating premise, character arcs, structure, and writing quality.
- Pitched ideas to improve the narrative, heighten tension, and deepen emotional resonance.
- Collaborated in group feedback sessions to synthesize all ideas into a cohesive direction and provide actionable insights to writers and producers.

Production Assistant and Sound Mixer, Various Projects**January 2020 – July 2021**

- Assisted in moving equipment and setting up locations for filming, as well as breaking down and returning equipment.
- In charge of mixing audio for up to three actors and a boom, handling interior and exterior locations.
- Directed and coordinated boom operators to attain the best on set audio. As well as operating the boom when there were no available production assistants.

Skills

Editing Programs: After Effects, Premier Pro, Photoshop, Illustrator, Animate, Ableton Live, Max MSP

General Computer Skills: Office Suite, Google Drive, Outlook, Shotgrid, Monday.com, Mac, Windows, and Linux