

# Ariff Jeff

FX Artist, 3D Generalist

Software Developer, Front End Web Developer

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## Education

### University of Connecticut

2016 - 2019

Bachelor of Arts

Digital Media and Design

3D Animation and Visualization

New England Scholar (2016)

Dean's List (2016, 2018)

## Certification

### CG Master Academy

January - March 2019

Mastering Destruction in Houdini

## Skills

### 3D

FX, Motion Graphics, Generalist

Houdini, VEX, Cinema 4D, Maya,

Nuke, Substance Painter & Designer,

Karma, USD (Solaris), Arnold,

Octane, Redshift, Deadline, Royal

Render, ACES/OCIO, Motion capture,

X-Particles

### 2D & Design

Adobe Creative Cloud, Photoshop,

Illustrator, After Effects, Premiere Pro

### Programming

VEX, Python, JavaScript,

ExtendScript, Selenium, Pandas,

Fernet cryptography, Poetry,

Object oriented programming,

Unit testing, CI/CD

### Web Development

HTML, CSS/SCSS, PHP, MySQL,

Git/GitHub, MySQL Workbench,

Visual Studio Code, Sublime Text,

responsive design, mobile first

### Misc

Windows, macOS,

Macro photography,

Photogrammetry,

HTC Vive, Oculus Rift,

MotionBuilder, OptiTrack Motive,

Storyboarding,

Fusion 360, SolidWorks,

3D printing

Bash, C#, XML, JSON

FileZilla, Excel, Trello,

Fencing, Rowing,

Computer building and gaming

## Travel

Los Angeles, Canada, Spain,

United Kingdom, Ireland,

Germany, Malaysia, France

## Work Experience

### 3D Animator, Generalist

#### XVIVO Scientific Animation - Connecticut

06/2021 - 01/2022

• Used Houdini, Cinema 4D, Redshift, and the Royal Render manager to create scientifically accurate 3D medical animation shots.

• Assembled shots from scratch and animated to match provided storyboards, including shading, lighting, rendering/wrangling, compositing, and delivering shots to the editing department.

• Enjoyed working with fellow animators to match visual development and animation frame timing between shots.

• Attended regular group meetings to receive feedback from management and ensure project deadlines could be met.

### Tournament Director, Fencing Coach

#### Eastern Connecticut Conference, ELHS Fencing, TRFC - Connecticut

04/2021 - Present

• Coached students to excel at fencing and who went on to become unrivaled state champions.

• Directed at tournaments across Connecticut, including the Eastern Connecticut Conference.

### JavaScript Developer, Graphic Designer, Sign Maker

#### One Look Sign Company - Connecticut

09/2019 - 05/2021

• Programmed file versioning system to easily create and manage hundreds of client proofs.

• Automated procedures to reduce repetitive tasks down to hotkeys.

• Designed logos, artwork, informational signs in Illustrator.

• Print, cut, and mounted vinyl to vehicles, machinery, coroplast, aluminum, wood.

• Managed incoming calls, scheduled and organized jobs in Trello.

### 3D Animator, Agency Member

#### Trebel Music/UConn Student Agency - Connecticut

08/2018 - 12/2018

• Animated and projected looping motion graphic (Cinema 4D, Arnold, Deadline) at sponsored event.

• Organized event that increased user engagement of Trebel's mobile app in Connecticut by 13%.

• Trebel achieved a new successful social media marketing campaign and strategy after our agency team created plans and materials best representative of the Trebel brand.

### 3D & 2D Graphic Designer

#### UConn Athletics - Connecticut

04/2017 - 01/2019

• Designed 2D & 3D graphics for UConn Football social media (Photoshop, Cinema 4D, Arnold).

• Increased workflow speed of graphic production more than 10-fold with the development of an automatic process to batch create Photoshop graphics.

• Produced documentation of automatic batch process for future users.

### Treasurer & Manager

#### UConn Blue Line - Connecticut

11/2017 - 05/2018

• Managed financial records, approved transactions, liaised with UConn's finance department.

### SIGGRAPH Student Volunteer

#### ACM SIGGRAPH - Los Angeles, California

07/2017 - 07/2017

• Facilitated presentation of unreleased Oculus Rift VR experience previews to conference attendees.

• General volunteer duties, directed attendees, completed managerial directives.

### Camp Counselor Staff

#### Camp Med-O-Lark - Maine

06/2017 - 07/2017

• Taught 3D printing, 2D animation, stop motion, and virtual reality (HTC Vive) to 8-16 year-olds.

• General camp counselor duties, helped organize events, and responsible for safety of children.

### Head Fencing Captain

#### ELHS Fencing - Connecticut

11/2014 - 03/2015

• Lead and taught fencing to largest team (60 members) in Connecticut.

• Director and advisor of fencers at tournaments.

• Won 4th place in Eastern Connecticut Conference.

• Best Foilist Award 2014 - 2015, Coach's Award 2014, 2015.

Kerbal Space Program, Subnautica, Factorio, Age of Mythology, Faster Than Light, modded Skyrim