

Ariff Jeff

3D Generalist, Software Developer,
Web Developer, Graphic Designer

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EXPERIENCE

Graphic Designer

Critical Signs | 03/2023 - 04/2023

- Designed and produced graphics and advertising/marketing materials.
- Collaborated with clients and subcontractors to ensure timely completion of projects while overcoming unforeseen challenges during production.
- Researched and found best value-for-performance computer components to upgrade outdated workstations.

3D Generalist

XVIVO Scientific Animation | 06/2021 - 01/2022

- Produced scientifically accurate 3D medical animations for institutions and public companies with Houdini, Cinema 4D, and Redshift.
- Assembled and animated shots according to storyboards, including modeling, texturing, shading, lighting, rendering, and compositing.
- Participated in daily meetings with animators, editors, and management to exchange feedback, maintain consistency between shots, and ensure deadlines could be met.

Fencing Coach, Director

Eastern Connecticut Conference, ELHS Fencing, TRFC | 04/2021 - Present

- Coached fencing students at East Lyme High School, leading the team to become unrivaled state tournament champions.
- Directed at tournaments throughout Connecticut for the Eastern Connecticut Conference.

Graphic Designer, Software Developer

One Look Sign Company | 09/2019 - 05/2021

- Developed a file version control GUI, complete with documentation, to streamline the management of hundreds of client proof work files.
- Automated graphic design workflows using JavaScript, reducing repetitive tasks to simple hotkey actions.
- Designed and produced logos, custom artwork, and informational graphics.
- Collaborated with clients to refine projects from concept to completion.

3D Animator

-ATION Agency: Trebel Music | 08/2018 - 12/2018

- Animated and projected motion graphics (Cinema 4D, Arnold, Deadline) for a sponsored event, enhancing the visual experience.
- Co-organized an event that successfully increased Trebel's mobile app user engagement in Connecticut by 13%.

3D & 2D Graphic Designer

UConn Athletics | 04/2017 - 01/2019

- Created 2D and 3D graphics for UConn Football's social media platforms using Photoshop, Cinema 4D, and Arnold, enhancing online presence.
- Developed batch processes and documentation to streamline and automate the graphics production pipeline, improving overall efficiency.

SIGGRAPH Student Volunteer

ACM SIGGRAPH | 07/2017 - 07/2017

- Presented unreleased Oculus Rift VR experience previews to conference attendees.
- Performed general volunteer tasks, guided attendees, and fulfilled managerial directives.

PROJECTS

Houdini Package Manager

Simple plugin management for Houdini in a Qt GUI.

ReEmployCT Data Entry

Automatic weekly CT unemployment benefits in a CLI.

Graphics Toolset

Custom version control GUI and graphics pipeline tools.

INTERESTS

Leveraging ChatGPT to enhance coding workflows and address challenging programming issues.

Utilizing AI image generation for crafting concept art, streamlining the artistic development process.

SKILLS

3D

Houdini, Karma, Solaris, Substance 3D Painter, Nuke, Cinema 4D, Maya, Arnold, Octane, Redshift, ACES/OCIO, Deadline, Royal Render

2D / Design

Photoshop, Illustrator, Flexi, After Effects, Premiere Pro

Software Development

OOP, Unit testing, CI/CD, Git/GitHub, Python, JavaScript, VEX, Qt/PySide, Selenium, Pandas, Fernet, Poetry, Desktop GUI & CLI apps, Open source development

Web Development

HTML, CSS/SCSS, JavaScript, PHP, MySQL/Workbench, SEO optimization, Mobile-first design

EDUCATION

University of Connecticut

2016 - 2019, Bachelor of Arts
3D Animation and Visualization
New England Scholar (2016)
Dean's List (2016, 2018)

CG Master Academy

January - March 2019
Mastering Destruction in Houdini

GAMES I LOVE

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

