Ariff Jeff 3D Motion Graphics, VFX Artist

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Education

University of Connecticut Storrs, CT (2016 - May 2019)

B.A. - Digital Media and Design 3D Animation and Visualization

CG

3D Animation / Motion Graphics **VFX Simulations** Hard Surface Modeling / Texturing Arnold





















Web Design & Dev

HTML, CSS, PHP, MySQL VS Code, MySQL Workbench Git, Github, LFS

Other

Deadline Monitor Windows, macOS HTC Vive, Oculus Rift MotionBuilder, OptiTrack Motive Fusion 360, SolidWorks Simplify3D, MakerBot, LulzBot Taz Python, C#, Bash, Automator FileZilla

Experience

Houdini Destruction VFX Course, CGMasterAcademy Houdini Student, Jan 2019 - Mar 2019

- Learned the full workflow for preparing and executing destruction simulations.
- Taught by VFX industry professional Keith Kamholz.

Trebel Music - Silent Rave, UConn Student Agency 3D Animator, Agency Member, Aug 2018 - Dec 2018

- 3D animated the motion graphics showcased at the Trebel sponsored UConn on-campus silent rave.
- General student agency member duties, working and communicating with the client.

UConn Football Social Media Team, UConn Graphic Designer, Apr 2017 - Present

- Designed 2D / 3D graphics for UConn Football social media
- Developed new creative ideas for social media

Club Member, Sep 2017 - Present

- Critique shared work
- Learn various CG industry pipeline standards and software

SIGGRAPH 2017, LA, California

Student Volunteer, Jul 2017

- Showcase virtual reality to conference attendees
- General volunteer duties

UConn Tasoglu Lab Intern, UConn Graphic Designer, Sep 2017 - May 2018

• Design medical journal cover graphics

Camp Med-O-Lark, Maine Camp Counselor Staff, Jun 2017 - Jul 2017

- Teach 3D printing, 2D animation, virtual reality
- General camp counselor duties