

# 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.
- Communicated with clients and subcontractors to complete projects promptly.
- Researched and found best value-for-performance computer parts to upgrade old 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 shot cohesion, and ensure deadlines could be met.

### Fencing Coach, Director

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

- Coached students in fencing who became unrivaled state champions.
- Directed at tournaments throughout Connecticut for the Eastern Connecticut Conference.

### Graphic Designer, Software Developer

**One Look Sign Company** | 09/2019 – 05/2021

- Created a file version control GUI for efficient management of hundreds of client proof work.
- Automated graphic design workflows with JavaScript to reduce repetitive tasks down to hotkeys.
- Designed and produced logos, custom artwork, and informational graphics.
- Collaborated with clients to refine projects from inception to completion.

### 3D Animator

**Trebel Music** | 08/2018 – 12/2018

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

### 3D & 2D Graphic Designer

**UConn Athletics** | 04/2017 – 01/2019

- Designed 2D & 3D graphics for UConn Football social media using Photoshop, Cinema 4D, and Arnold.
- Established batch processes and documentation to automate the graphics production pipeline.

### 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.

## 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

