

Ariff Jeff

3D Motion Graphics & Simulations
Web Design & Development



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)

CG Master Academy

January - March 2019

Mastering Destruction in Houdini

Skills

Cinema 4D, Maya, Houdini, Nuke,
Substance Painter & Designer,
Arnold, Octane, Redshift, Deadline,
X-Particles, Adobe Creative Cloud,
Photoshop, Illustrator,
After Effects, Premiere Pro,
3D animation, motion graphics,
Simulations: Destruction,
Hard surface modeling,
Retopology, UVs, texturing,
Lighting, rendering,
ACES, OCIO, compositing,
Storyboarding, motion capture,
Python, JavaScript,
HTML, CSS / SCSS, PHP, MySQL,
Responsive web design,
GitHub Desktop, MySQL Workbench,
Visual Studio Code, Sublime Text

Windows, macOS,
Macro photography,
Photogrammetry,
HTC Vive, Oculus Rift,
MotionBuilder, OptiTrack Motive,
Fusion 360, SolidWorks,
Simplify3D, MakerBot,
Bash, C#, Automator,
FileZilla, Excel, Trello,
Fencing, Rowing,
Computer building and gaming

Travel

Los Angeles, Canada, Spain,
United Kingdom, Ireland,
Germany, Malaysia, France

Portfolio

artstation.com/ariffjeff_3dcdg
ariffjeff.com
instagram.com/ariff_jeff

Contact

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Connecticut

Work Experience

3D Animator, Generalist

XVIVO Scientific Animation - Connecticut, June 2021 - January 2022

- Used Houdini, Cinema 4D, and Redshift to create scientifically accurate 3D medical animation shots.

Fencing Coach, Tournament Director

Thames River Fencing Club, ELHS Fencing - Connecticut, April 2021 - Present

- Coached students to excel at fencing and who went on to become unrivaled state champions.
- Directed tournament bouts across Connecticut.

JavaScript Developer, Graphic Designer, Sign Maker

One Look Sign Company - Connecticut, September 2019 - May 2021

- Programmed file versioning system to manage hundreds of client proofs.
- Automated procedures to reduce repetitive tasks 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, August 2018 - December 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, April 2017 - January 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.

CG Club Member

UConn CG Club, September 2017 - May 2019

- Gained experience and understanding on how to provide and receive technical, constructive critique of 2D/3D artwork to and from student colleagues.
- Engaged in group sessions to learn Maya, Substance Painter, Arnold, Deadline, and After Effects compositing.

Treasurer & Manager

UConn Blue Line, November 2017 - May 2018

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

SIGGRAPH Student Volunteer

ACM SIGGRAPH - Los Angeles, California, July 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, June 2017 - July 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, November 2014 - March 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, Terraria, modded Skyrim