

ARIFF JEFF

3D Generalist, Software Developer,
Front End Web Developer

ariffjeff@icloud.com
+1 (860) 501-0121
artstation.com/ariffjeff
linkedin.com/in/ariffjeff
github.com/ariffjeff
ariffjeff.com



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

Projects

- CLI app that automates Connecticut unemployment.
- A Houdini package manager app.
 - File versioning controller and related graphics pipeline scripts.

Skills

3D

Houdini, Karma, USD/Solaris, Substance 3D Painter, Nuke, Cinema 4D, Maya, Arnold, Octane, Redshift, Deadline, Royal Render, ACES/OCIO, Motion capture, X-Particles

2D/Design

Adobe Creative Cloud, Photoshop, Illustrator, After Effects, Premiere Pro

Software Development

OOP, Unit Testing, CI/CD, Git/Github
Desktop GUI & CLI apps,
VEX, Python, JavaScript, Qt/PySide,
ExtendScript, Selenium, Pandas,
Fernet cryptography, Poetry

Web Development

HTML, CSS/SCSS, PHP,
MySQL/Workbench,
SEO optimization,
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

Software Developer, Graphic Designer

Critical Signs, Connecticut

03/2023 - Present

- Designing and producing graphics while directly communicating with clients and subcontractors to bring projects to completion as soon as possible.
- Researched best value for performance parts and built new workstation to replace old PC.

3D Generalist

XVIVO Scientific Animation - Connecticut

06/2021 - 01/2022

- Created scientifically accurate 3D medical animations for institutions and public companies.
- Assembled and animated shots to match storyboards; including modeling, texturing/shading, lighting, rendering/wrangling, compositing.
- Engaged in daily group meetings to correspond with fellow animators, editors, and management to receive/provide feedback, match inter-shot cohesion, and ensure project deadlines could be met.

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.

Software Developer, Graphic Designer

One Look Sign Company - Connecticut

09/2019 - 05/2021

- Developed file versioning system to efficiently manage hundreds of client proofs.
- Automated graphic design workflows to reduce repetitive tasks down to hotkeys.
- Designed and produced logos, custom artwork, informational signs.
- Directly communicated with clients to iterate on projects from start to finish.

3D Animator

Trebel Music - Connecticut

08/2018 - 12/2018

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

3D & 2D Graphic Designer

UConn Athletics - Connecticut

04/2017 - 01/2019

- Designed 2D & 3D graphics for UConn Football social media (Photoshop, Cinema 4D, Arnold).
- Developed batch processes and documentation to automated graphic production pipeline.

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 VR 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 at practice and tournaments.
- 4th place: Eastern Connecticut Conference, Best Foilist Award 2014 - 2015, Coach's Award 2014, 2015.

Games I love: Kerbal Space Program, Subnautica, Factorio, Age of Mythology, Faster Than Light, modded Skyrim