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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, Deadline Adobe Creative Cloud Photoshop, Illustrator After Effects, Premiere Pro 3D Animation, Motion Graphics Simulations: Destruction Hard surface modeling Retopology, UVs, Texturing Lighting, Rendering, Compositing Storyboarding OCIO, ACES workflow Python, JavaScript HTML, CSS, 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, Southern Ireland, Malaysia, France

Portfolio

www.ariffjeff.com www.ariffjeff.com/demoreel www.artstation.com/ariffjeff_3dcg www.instagram.com/ariff_jeff

Contact

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Work Experience

Graphic Designer, Programmer, Sign Maker

One Look Sign Company - Connecticut, September 2019 - Present

- Develop with JavaScript to streamline repetitive pipeline procedures
- Secure clients' approvals for sign artwork designed and proofed with Illustrator
- Print, cut, and mount vinyl to vehicles, machinery, coroplast, aluminum, wood
- Maintain workplace efficiency manage incoming calls, schedule jobs with Trello

3D Animator, Agency Member

Trebel Music/UConn Student Agency, August 2018 - December 2018

- · Animated and projected giant looping motion graphic (Cinema 4D, Arnold, Deadline) at event
- Increased user engagement of Trebel's mobile app in Connecticut by 13%
- Trebel achieved a new successful social media marketing strategy and campaign after our agency team presented plans and materials best representative of the Trebel brand

2D & 3D Graphic Designer

UConn Football Social Media Team, April 2017 - January 2019

- Design of 2D & 3D graphics for UConn Football social media (Photoshop, Cinema 4D, Arnold)
- Increased workflow speed of graphic production more than 10-fold with the testing and development of an automatic process to batch create Photoshop graphics
- Produced documentation of automatic batch process for future users

CG Club Member

UConn Computer Graphics Club, September 2017 - May 2019

- Gained experience and understanding on how to provide technical, constructive critique of 2D/3D artwork to student colleagues
- Learned how to receive the same constructive critique for my own artwork
- 2D/3D artwork to student colleagues

 Learned how to receive the same constructive critique for my own artwork

 Engaged in sessions to learn Maya, Substance Painter, Arnold, Deadline, and After Effects compositing

 Treasurer & Manager

 UConn Blue Line Hockey Social Media Team, November 2017 May 2018

 Trained to qualify as a treasurer by the university finance department

 Managed financial records in Excel and signing off transactions

 Liaised with UConn's finance department for bookkeeping purposes

 Student Volunteer

 ACM SIGGRAPH Los Angeles, California, July 2017

 Facilitated presentation of unreleased Oculus Rift virtual reality experience previews to conference attendees

 General volunteer duties, directed attendees, implemented managerial directives

 3D Graphic Designer

 UConn Tasoglu Lab, September 2017 May 2018

 Designed 3D medical journal cover graphic Modeling, shading, lighting, rendering in Cinema 4D Posper Connecticut Conference at Camp Med-O-Lark Maine, June 2017 July 2017

 Taught and demonstrated 3D printing, 2D animation, stop motion, virtual reality (HTC Vive) to 8-16 year-old children

 General camp counselor duties, helped organize events, and responsible for children's safety

 Head Fencing Captain

 East Lyme High School Fencing Team Connecticut, November 2014 March 2015

 Lead and taught fencing to 60-member team

 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, Rise of Naverbal Space Program, Subnautica, Factorio, Age of Mythology, Rise of Naverbal Space Program, Subnautica, Factorio, Age of Mythology, Rise of Naverbal Space Program, Subnautica, Factorio, Age of Mythology, Rise of Naverbal Space Program, Subnautica, Factorio, Age of Mythology, Rise of Naverbal Space Program, Subnautica, Factorio, Age of Mythology, Rise of Naverbal Space Program, Subnautica, Factorio, Age of Mythology, Rise of Naverbal Space Progra