

Ariff Jeff

FX Artist, 3D Generalist

Front End Web Developer, Programmer

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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)

Certification

CG Master Academy

January - March 2019

Mastering Destruction in Houdini

Skills

3D

FX, Motion Graphics, Generalist

Houdini, VEX, Cinema 4D, Maya,

Nuke, Substance Painter & Designer,

Karma, USD (Solaris), Arnold,

Octane, Redshift, Deadline, Royal

Render, ACES/OCIO, Motion capture,

X-Particles

2D & Design

Adobe Creative Cloud, Photoshop,

Illustrator, After Effects, Premiere Pro

Programming

VEX, Python, JavaScript,

ExtendScript, Selenium, Pandas,

Fernet cryptography, Poetry,

Object oriented programming,

Unit testing, CI/CD

Web Development

HTML, CSS/SCSS, PHP, MySQL,

Git/GitHub, MySQL Workbench,

Visual Studio Code, Sublime Text,

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

3D Animator, Generalist

XVIVO Scientific Animation - Connecticut

06/2021 - 01/2022

- Used Houdini, Cinema 4D, Redshift, and the Royal Render manager to create scientifically accurate 3D medical animation shots.
- Assembled shots from scratch and animated to match provided storyboards, including shading, lighting, rendering/wrangling, compositing, and delivering shots to the editing department.
- Enjoyed working with fellow animators to match visual development and animation frame timing between shots.
- Attended regular group meetings to receive feedback from management and ensure project deadlines could be met.

Tournament 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.

JavaScript Developer, Graphic Designer, Sign Maker

One Look Sign Company - Connecticut

09/2019 - 05/2021

- Programmed file versioning system to easily create and manage hundreds of client proofs.
- Automated procedures to reduce repetitive tasks down 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 - Connecticut

08/2018 - 12/2018

- 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 - Connecticut

04/2017 - 01/2019

- 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.

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 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

11/2014 - 03/2015

- 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, modded Skyrim