Ariff Jeff

FX Artist, 3D Generalist
Front End Web Developer, Programmer

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

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

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