

Ariff Jeff

3D Motion Graphics & Simulations Web Design & Development















Education

University of Connecticut 2016 - 2019 Digital Media and Design 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 After Effects, Premiere Pro Simulations: Destruction Hard surface modeling Lighting, Rendering, Compositing HTML, CSS, PHP, MySQL MySQL Workbench Visual Studio Code, Sublime Text

Windows, macOS HTC Vive, Oculus Rift Simplify3D, MakerBot Bash, C#, Automator FileZilla, Excel, Trello Computer building and gaming

Travel

Los Angeles, Canada, Spain,

Portfolio

www.ariffjeff.com/demoreel www.artstation.com/ariffjeff 3dcg www.instagram.com/ariff_jeff

Contact

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Work Experience

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
- Maintain workplace efficiency manage incoming calls, schedule jobs with Trello

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

- 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

UConn Football Social Media Team, April 2017 - January 2019 2D & 3D Graphic Designer

- 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

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

UConn Blue Line Hockey Social Media Team, November 2017 - May 2018 Treasurer & Manager

- 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

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

UConn Tasoglu Lab, September 2017 - May 2018

• Designed 3D medical journal cover graphic - Modeling, shading, lighting, rendering in Cinema 4D

Camp Med-O-Lark - Maine, June 2017 - July 2017 Camp Counselor Staff

- 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

- 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