

Ariff Jeff

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 Python, JavaScript HTML, CSS, PHP, MySQL GitHub Desktop MvSQL Workbench Visual Studio Code, Sublime Text

Windows, macOS 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

One Look Sign Company - Connecticut, September 2019 - Present Graphic Designer, Programmer, Sign Maker

- 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

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

3D Animator, Agency Member - Sponsored Dance Event

- · 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

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

Club Member

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

 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

 Student Volunteer

 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

 3D Graphic Designer

 Designed 3D medical journal cover graphic Modeling, shading, lighting, rendering in Cinema 4D page 10 page