# Ariff Jeff

Manufacturing Tech @ Pfizer,
Software Dev, 3D Technical Artist, Fencing Coach

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## EXPERIENCE

### Manufacturing Technician
**Pfizer** | 06/2024 – Present

- Manufacturing oral solid dose pharmaceutical tablet batches for development and Phase 1 clinical trials while adhering to GMP, SOPs, and safety protocols.
- Set up, operating, and cleaning equipment for blending, milling, dry granulation, compression, coating, and laser drilling.
- Communicating with technicians, engineers, quality assurance, and management to reduce schedule disruptions, maintain compliance, and guarantee product quality.
- Creating 3D animations of equipment operations to improve training and SOP adherence.

### Manufacturing Technician
**Eurofins PSS** | 08/2023 – 05/2024

- Manufactured oral solid dose pharmaceutical tablets for development and Phase 1 clinical trials while adhering to GMP, SOPs, and safety protocols.
- Set up, operated, and cleaned equipment for blending, milling, dry granulation, and compression.
- Created 3D animations of equipment operations to improve training and SOP adherence.

### Technician, Graphic Designer
**Critical Signs** | 03/2023 – 04/2023

- Operated and maintained equipment, designed graphics, and collaborated with clients to efficiently produce print media.

### Medical 3D Animator
**XVIVO Scientific Animation** | 06/2021 – 01/2022

- Created scientifically accurate 3D medical animations from start to finish using Houdini, Cinema 4D, Redshift, and After Effects.
- Participated in daily meetings with the team to exchange feedback, maintain shot consistency, and ensure deadlines could be met.

### Fencing Coach, Director
**ELHS Fencing, Eastern Connecticut Conference** | 04/2021 – Present

- Coaching fencing students at East Lyme High School, leading the team to become state tournament champions.
- Head coach for youth fencing program at East Lyme Parks & Recreation.
- Directed at tournaments throughout eastern Connecticut for the Eastern Connecticut Conference.

### Shop Technician, Producer, Software Developer
**One Look Signs** | 09/2019 – 05/2021

- Operated and maintained equipment and designed graphics to efficiently produce print media.
- Programmed a file version control system and wrote documentation to streamline data management for hundreds of clients.
- Automated production workflows with JavaScript, thereby reducing repetitive time consuming tasks to reusable scripts.

### Pipeline Developer, Graphic Designer
**UConn Athletics** | 04/2017 – 01/2019

- Automated media production and designed graphics for UConn's brand, sports, events, and athletes on social media.

## EDUCATION

### University of Connecticut
2016 – 2019
Bachelor of Arts
New England Scholar (2016)
Dean's List (2016, 2018)

## PROJECTS

### HPM Package Manager
Comprehensive plugin management app for industry standard 3D animation software.

### Graphics Toolset
Custom version control system and graphics pipeline tools for Adobe software.

## SOFTWARE SKILLS

Python, JavaScript, VEX, OOP, Unit testing, CI/CD, Make, Git/GitHub, Qt/PySide, Selenium, Pandas, Desktop GUI & CLI apps, Open source development

## 3D SKILLS

Houdini, Solaris, USD, Substance Painter, Nuke. Generalist skills, mograph, FX.

## FENCING

Coaching, competing, fencing since 2012.