















Ariff Jeff

Web Design & Development

3D Motion Graphics & Simulations

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 Storyboarding, motion capture OCIO, ACES workflow Python, JavaScript HTML, CSS / SCSS, PHP, MySQL Responsive web design GitHub Desktop, MySQL Workbench Visual Studio Code, Sublime Text

> Windows, macOS Macro photography Photogrammetry 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

ariff.jeff@uconn.edu +1 860-501-0121 www.linkedin.com/in/ariffjeff East Lyme, Connecticut

Work Experience

Graphic Designer, Programmer, Sign Maker

One Look Sign Company - Connecticut, September 2019 - Present

- Developing JavaScript to automate pipeline procedures, such as creating client proofs.
- Designing logos, artwork, informational signs in Illustrator.
- Print, cut, and mounting vinyl to vehicles, machinery, coroplast, aluminum, wood.
- · Maintaining workplace efficiency by managing incoming calls, scheduling/organizing jobs in Trello.

3D Animator, Agency Member

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

- · Animated and projected giant looping motion graphic (Cinema 4D, Arnold, Deadline) at sponsored
- 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.

2D & 3D Graphic Designer

UConn Athletics, April 2017 - January 2019

- 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.

CG Club Member

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 compositing.

Treasurer & Manager

UConn Blue Line, November 2017 - May 2018

- 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.

Student Volunteer

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.

3D Graphic Designer

Tasoglu Lab, September 2017 - May 2018

• Designed 3D medical journal cover graphic: modeling, shading, lighting, rendering in Cinema 4D.

Camp Counselor Staff

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

- posstructive critique for my own artwork.
 Substance Painter, Arnold, Deadline, and After Effects

 ay 2018
 the university finance department.
 and signing off transactions.
 International signing off transactions.
 International signing purposes.

 Ornia, July 2017
 and Oculus Rift virtual reality experience previews to conference

 Ittendees, implemented managerial directives.

 O18

 Graphic: modeling, shading, lighting, rendering in Cinema 4D.

 International signing in Cinema 4D.

 International signing off transactions.

 Internat • Taught and demonstrated 3D printing, 2D animation, stop motion, virtual reality (HTC Vive) to 8-16
- General camp counselor duties, helped organize events, and responsible for safety of children.

Head Fencing Captain

ELHS Fencing - Connecticut, November 2014 - March 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.