

ARIFF JEFF

3D Generalist, Software Developer,
Front End Web Developer

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University of Connecticut

2016 - 2019, Bachelor of Arts
3D Animation and Visualization
New England Scholar (2016)
Dean's List (2016, 2018)

CG Master Academy

January - March 2019
Mastering Destruction in Houdini

Projects

- CLI app that automates Connecticut unemployment.
- Houdini package manager GUI app.
- File versioning controller and related graphics pipeline scripts.

Skills

3D

Houdini, Karma, USD/Solaris, Substance 3D Painter, Nuke, Cinema 4D, Maya, Arnold, Octane, Redshift, Deadline, Royal Render, ACES/OCIO, Motion capture, X-Particles

2D/Design

Adobe Creative Cloud, Photoshop, Illustrator, After Effects, Premiere Pro

Software Development

OOP, Unit Testing, CI/CD, Git/Github
Desktop GUI & CLI apps,
VEX, Python, JavaScript, Qt/PySide,
ExtendScript, Selenium, Pandas,
Fernet cryptography, Poetry

Web Development

HTML, CSS/SCSS, PHP,
MySQL/Workbench,
SEO optimization,
Responsive-design, Mobile-first

Games I love

Kerbal Space Program, Subnautica,
Factorio, Age of Mythology, Faster
Than Light, modded Skyrim

Graphic Designer, Software Developer

Critical Signs, Connecticut

03/2023 - Present

- Designing and producing graphics while directly communicating with clients and subcontractors to bring projects to completion as soon as possible.
- Researched best value for performance parts to replace old workstation PC.

3D Generalist

XVIVO Scientific Animation - Connecticut

06/2021 - 01/2022

- Created scientifically accurate 3D medical animations for institutions and public companies.
- Assembled and animated shots to match storyboards; including modeling, texturing/shading, lighting, rendering/wrangling, compositing.
- Engaged in daily group meetings to correspond with fellow animators, editors, and management to receive/provide feedback, match inter-shot cohesion, and ensure project deadlines could be met.

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.

Graphic Designer, Software Developer

One Look Sign Company - Connecticut

09/2019 - 05/2021

- Developed file versioning system to efficiently manage hundreds of client proofs.
- Automated graphic design workflows to reduce repetitive tasks down to hotkeys.
- Designed and produced logos, custom artwork, informational signs.
- Directly communicated with clients to iterate on projects from start to finish.

3D Animator

Trebel Music - Connecticut

08/2018 - 12/2018

- Animated and projected motion graphics (Cinema 4D, Arnold, Deadline) for sponsored event.
- Co-organized event that increased user engagement of Trebel's mobile app in Connecticut by 13%.

3D & 2D Graphic Designer

UConn Athletics - Connecticut

04/2017 - 01/2019

- Designed 2D & 3D graphics for UConn Football social media (Photoshop, Cinema 4D, Arnold).
- Developed batch processes and documentation to automated graphic production pipeline.

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 VR 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 at practice and tournaments.
- 4th place: Eastern Connecticut Conference, Best Foilist Award 2014 - 2015, Coach's Award 2014, 2015.