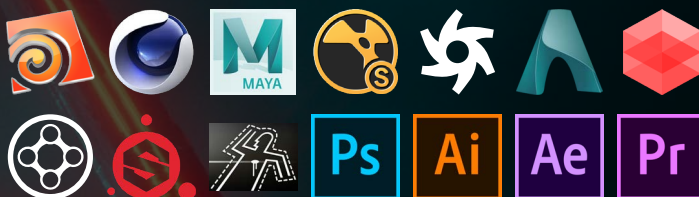


# Ariff Jeff

3D Animation & 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)

## Certification

### CG Master Academy

January - March 2019

Mastering Destruction in Houdini

## Skills

Houdini, Cinema 4D, Maya, Nuke,  
Substance Painter & Designer,  
Arnold, Octane, Redshift,  
Deadline, Royal Render,  
X-Particles, Adobe Creative Cloud,  
Photoshop, Illustrator,  
After Effects, Premiere Pro,  
3D animation, motion graphics,  
Simulations: Destruction,  
Hard surface modeling,  
Retopology, UVs, texturing,  
Lighting, rendering,  
ACES, OCIO, compositing,  
Storyboarding, motion capture,  
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,

3D printing, Simplify3D, MakerBot,

Bash, C#,

FileZilla, Excel, Trello,

Fencing, Rowing,

Computer building and gaming

## Travel

Los Angeles, Canada, Spain,

United Kingdom, Ireland,

Germany, Malaysia, France

## Portfolio

[artstation.com/ariffjeff\\_3dcdg](http://artstation.com/ariffjeff_3dcdg)

[ariffjeff.com](http://ariffjeff.com)

## Contact

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[linkedin.com/in/ariffjeff](https://www.linkedin.com/in/ariffjeff)

Connecticut

## Work Experience

### 3D Animator, Generalist

#### XVIVO Scientific Animation - Connecticut

06/2021 - 01/2022

- Used Houdini, Cinema 4D, Redshift, and the Royal Render manager to create scientifically accurate 3D medical animation shots.
- Assembled shots from scratch and animated to match provided storyboards, including shading, lighting, rendering/wrangling, compositing, and delivering shots to the editing department.
- Enjoyed working with fellow animators to match visual development and animation frame timing between shots.
- Attended regular group meetings to receive feedback from management and ensure project deadlines could be met.

### Tournament 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.

### JavaScript Developer, Graphic Designer, Sign Maker

#### One Look Sign Company - Connecticut

09/2019 - 05/2021

- Programmed file versioning system to easily create and manage hundreds of client proofs.
- Automated procedures to reduce repetitive tasks down to hotkeys.
- Designed logos, artwork, informational signs in Illustrator.
- Print, cut, and mounted vinyl to vehicles, machinery, coroplast, aluminum, wood.
- Managed incoming calls, scheduled and organized jobs in Trello.

### 3D Animator, Agency Member

#### Trebel Music/UConn Student Agency - Connecticut

08/2018 - 12/2018

- Animated and projected looping motion graphic (Cinema 4D, Arnold, Deadline) at sponsored event.
- Organized event that increased user engagement of Trebel's mobile app in Connecticut by 13%.
- Trebel achieved a new successful social media marketing campaign and strategy after our agency team created plans and materials best representative of the Trebel brand.

### 3D & 2D Graphic Designer

#### UConn Athletics - Connecticut

04/2017 - 01/2019

- Designed 2D & 3D graphics for UConn Football social media (Photoshop, Cinema 4D, Arnold).
- Increased workflow speed of graphic production more than 10-fold with the development of an automatic process to batch create Photoshop graphics.
- Produced documentation of automatic batch process for future users.

### 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 virtual reality (HTC Vive) 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.
- Director and advisor of fencers at tournaments.
- Won 4th place in Eastern Connecticut Conference.
- Best Foilist Award 2014 - 2015, Coach's Award 2014, 2015.

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