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, 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 MySQL 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, Sign Maker, Programmer

- Streamline repetitive pipeline procedures with JavaScript development
- 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
- 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 Voluntee

- 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

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

Camp Counselor Staff

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

East Lyme High School Fencing Team - Connecticut, November 2014 - March 2015 Head Fencing Captain

- Lead and taught fencing to 60-member team
- Director and advisor of fencers at tournaments
- Won 4th place in Eastern Connecticut Conference
- Best Foilist Award 2014 2015, Coach's Award 2014, 2015