Ariff Jeff
3D Motion Graphics, VFX Artist

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Education

University of Connecticut
Storrs, CT (2016 - May 2019)

B.A. - Digital Media and Design
3D Animation and Visualization

CG

3D Animation / Motion Graphics
VFX Simulations
Hard Surface Modeling / Texturing
Arnold

Web Design & Dev

HTML, CSS, PHP, MySQL
VS Code, MySQL Workbench
Git, Github, LFS

Other

Deadline Monitor
Windows, macOS
HTC Vive, Oculus Rift
MotionBuilder, OptiTrack Motive
Fusion 360, SolidWorks
Simplify3D, MakerBot, LulzBot Taz
Python, C#, Bash, Automator
FileZilla

Experience

Houdini Destruction VFX Course, CGMasterAcademy
Houdini Student, Jan 2019 - Mar 2019

• Learned the full workflow for preparing and executing destruction simulations
• Taught by Double Negative VFX TD Keith Kamholz

Trebel Music - Silent Rave, UConn Student Agency
3D Animator, Agency Member, Aug 2018 - Dec 2018

• 3D animated the motion graphics showcased at the Trebel sponsored UConn on-campus silent rave
• General student agency member duties, working and communicating with the client

UConn Football Social Media Team, UConn
Graphic Designer, Apr 2017 - Jan 2019

• Designed 2D / 3D graphics for UConn Football social media
• Developed new creative ideas for social media

UConn CG Club, UConn
Club Member, Sep 2017 - May 2019

• Critique shared work
• Learn various CG industry pipeline standards and software

SIGGRAPH 2017, LA, California
Student Volunteer, Jul 2017

• Showcase virtual reality to conference attendees
• General volunteer duties

UConn Tasoglu Lab Intern, UConn
Graphic Designer, Sep 2017 - May 2018

• Design medical journal cover graphics

Camp Med-O-Lark, Maine
Camp Counselor Staff, Jun 2017 - Jul 2017

• Teach 3D printing, 2D animation, virtual reality
• General camp counselor duties