

ARIFF JEFF

3D Generalist, Software Developer,
Front End Web Developer

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PROJECTS

Houdini Package Manager

Simple plugin management for
Houdini in a Qt GUI.

ReEmployCT Data Entry

Automatic weekly CT
unemployment benefits in a CLI.

Illustrator ExtendScripts

Version control GUI and graphics
pipeline scripts.

SKILLS

3D

- Houdini, Karma, Solaris •
- Substance 3D Painter, Nuke •
- Cinema 4D, Maya •
- Arnold, Octane, Redshift •
- ACES/OCIO •
- Deadline, Royal Render •

2D / Design

Photoshop, Illustrator,
After Effects, Premiere Pro

Software Development

- OOP, Unit testing •
- CI/CD, Git/GitHub •
- Python, JavaScript, VEX •
- Qt/PySide, Selenium •
- Pandas, Fernet, Poetry •
- Desktop GUI & CLI apps •

Web Development

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

EDUCATION

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

GAMES I LOVE

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

EXPERIENCE

Graphic Designer, Software Developer

Critical Signs | 03/2023 – Present | Waterford, CT

- Designing and producing graphics; communicating with clients and subcontractors to complete projects promptly.
- Researched and found best value-for-performance computer parts to upgrade old workstations.

3D Generalist

XVIVO Scientific Animation | 06/2021 – 01/2022 | Wethersfield, CT

- Produced scientifically accurate 3D medical animations for institutions and public companies using Houdini, Cinema 4D, and Redshift.
- Assembled and animated shots according to storyboards, including modeling, texturing, shading, lighting, rendering, and compositing.
- Participated in daily meetings with animators, editors, and management to exchange feedback, maintain shot cohesion, and meet deadlines.

Director, Fencing Coach

Eastern Connecticut Conference, ELHS Fencing, TRFC | 04/2021 – Present | CT

- Coached students in fencing who became unrivaled state champions.
- Directed at tournaments throughout Connecticut, including the Eastern Connecticut Conference.

Graphic Designer, Software Developer

One Look Sign Company | 09/2019 – 05/2021 | Westbrook, Connecticut

- Created a file version control GUI for efficient management of hundreds of client proof work.
- Automated graphic design workflows with JavaScript to reduce repetitive tasks down to hotkeys.
- Designed and produced logos, custom artwork, and informational signs.
- Collaborated with clients to refine projects from inception to completion.

3D Animator

Trebel Music | 08/2018 – 12/2018 | Storrs, Connecticut

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

3D & 2D Graphic Designer

UConn Athletics | 04/2017 – 01/2019 | Storrs, Connecticut

- Created 2D & 3D graphics for UConn Football social media using Photoshop, Cinema 4D, and Arnold.
- Established batch processes and documentation to automate graphics production pipeline.

SIGGRAPH Student Volunteer

ACM SIGGRAPH | 07/2017 – 07/2017 | Los Angeles, California

- Presented unreleased Oculus Rift VR experience previews to conference attendees.
- Performed general volunteer tasks, guided attendees, and fulfilled managerial directives.