Ariff Jeff

3D Motion Graphics & 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)

CG Master Academy

January - March 2019 Mastering Destruction in Houdini

Skills

Cinema 4D, Maya, Houdini, Nuke, Substance Painter & Designer, Arnold, Octane, Redshift, Deadline, 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, 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

ariff.jeff@uconn.edu +1 860-501-0121 www.linkedin.com/in/ariffjeff East Lyme, Connecticut

Work Experience

3D Animator

XVIVO Scientific Animation - Connecticut, June 2021 - January 2022

• Used Houdini and Redshift to create scientifically accurate 3D medical animation shots.

JavaScript Developer, Graphic Designer, Sign Maker

One Look Sign Company - Connecticut, September 2019 - May 2021

- Programmed file versioning system to manage hundreds of client proofs.
- Automated procedures to reduce repetitive tasks 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, August 2018 - December 2018

- · Animated and projected looping motion graphic (Cinema 4D, Arnold, Deadline) at sponsored
- 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.

2D & 3D Graphic Designer

UConn Athletics, April 2017 - January 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.

CG Club Member

UConn Computer Graphics Club, September 2017 - May 2019

- Gained experience and understanding on how to provide and receive technical, constructive critique of 2D/3D artwork to and from student colleagues.
- Engaged in group sessions to learn Maya, Substance Painter, Arnold, Deadline, and After Effects compositing.

Treasurer & Manager

UConn Blue Line, November 2017 - May 2018

- Managed financial records and signed off on transactions.
- Liaised with UConn's finance department for bookkeeping purposes.

Student Volunteer

ACM SIGGRAPH - Los Angeles, California, July 2017

- Facilitated presentation of unreleased Oculus Rift virtual reality experience previews to conference attendees.
- General volunteer duties, directed attendees, completed managerial directives.

Camp Counselor Staff

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

- 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 safety of children.

Head Fencing Captain

ELHS Fencing - Connecticut, November 2014 - March 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, heavily modded Skyrim