

Ariff Jeff

3D Generalist, Software Developer,
Web Developer, Graphic Designer

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EXPERIENCE

Graphic Designer

Critical Signs | 03/2023 - 04/2023

- Designed and produced graphics and advertising/marketing materials.
- Communicated 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

- Produced scientifically accurate 3D medical animations for institutions and public companies with 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 ensure deadlines could be met.

Fencing Coach, Director

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

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

Graphic Designer, Software Developer

One Look Sign Company | 09/2019 - 05/2021

- 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 graphics.
- Collaborated with clients to refine projects from inception to completion.

3D Animator

Trebel Music | 08/2018 - 12/2018

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

3D & 2D Graphic Designer

UConn Athletics | 04/2017 - 01/2019

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

SIGGRAPH Student Volunteer

ACM SIGGRAPH | 07/2017 - 07/2017

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

PROJECTS

Houdini Package Manager

Simple plugin management for Houdini in a Qt GUI.

ReEmployCT Data Entry

Automatic weekly CT unemployment benefits in a CLI.

Graphics Toolset

Custom version control GUI and graphics pipeline tools.

SKILLS

3D

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

2D / Design

Photoshop, Illustrator, Flexi, 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, Open source development

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

