3D Motion Graphics & Simulations Web Design & Development

















Education

University of Connecticut Digital Media and Design 3D Animation and Visualization New England Scholar (2016)

Mastering Destruction in Houdini

Skills

Arnold, Octane, Deadline Adobe Creative Cloud Retopology, UVs, Texturing HTML, CSS, PHP, MySQL GitHub Desktop MySQL Workbench

Macro photography FileZilla, Excel, Trello Computer building and gaming

Travel

Portfolio

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

- Develop with JavaScript to streamline repetitive pipeline procedures
- Secure clients' approvals for sign artwork designed and proofed with Illustrator
- Maintain workplace efficiency manage incoming calls, schedule jobs with Trello

- · 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

2D & 3D Graphic Designer

UConn Football Social Media Team, April 2017 - January 2019

- 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

- 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

Treasurer & Manager

UConn Blue Line Hockey Social Media Team, November 2017 - May 2018

- 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

- 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

• Designed 3D medical journal cover graphic - Modeling, shading, lighting, rendering in Cinema 4D

Camp Counselor Staff

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

- 8-16 year-old children
- General camp counselor duties, helped organize events, and responsible for children's safety

- 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