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, Deadline
Adobe Creative Cloud
Photoshop, Illustrator
After Effects, Premiere Pro
3D animation, motion graphics
Simulations: Destruction
Hard surface modeling
Retopology, UVs, texturing
Lighting, rendering, compositing
Storyboarding, motion capture
OCIO, ACES workflow
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

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East Lyme, Connecticut

Work Experience

Graphic Designer, Programmer, Sign Maker
One Look Sign Company - Connecticut, September 2019 - Present
• Developing JavaScript to automate pipeline procedures, such as creating client proofs.
• Designing logos, artwork, informational signs in Illustrator.
• Print, cut, and mounting vinyl to vehicles, machinery, coroplast, aluminum, wood.
• Maintaining workplace efficiency by managing incoming calls, scheduling/organizing jobs in Trello.

3D Animator, Agency Member
Trebel Music/UConn Student Agency, August 2018 - December 2018
• Animated and projected giant looping motion graphic (Cinema 4D, Arnold, Deadline) at sponsored 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 Athletics, 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.

CG Club Member
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 compositing.

Treasurer & Manager
UConn Blue Line, 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.

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, implemented managerial directives.

3D Graphic Designer
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
• 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, Rise of N...ions, Faster Than Light, Terraria, Natural Selection 2, Binding of Isaac, XCOM, heavily modded Skyrim