

# 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](http://www.ariffjeff.com)

[www.ariffjeff.com/demoreel](http://www.ariffjeff.com/demoreel)

[www.artstation.com/ariffjeff\\_3dcdg](http://www.artstation.com/ariffjeff_3dcdg)

[www.instagram.com/ariff\\_jeff](http://www.instagram.com/ariff_jeff)

## Contact

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[www.linkedin.com/in/ariffjeff](http://www.linkedin.com/in/ariffjeff)

East Lyme, Connecticut

## Work Experience

### 3D Generalist

#### XVIVO - Connecticut, June 2021 - Present

- Create scientifically accurate 3D medical animations with Cinema 4D, X-Particles and Redshift to finalizing renders in After Effects and Fusion.
- Research new workflows and develop documentation and tools to streamline 3D animation pipeline.

### JavaScript Developer, Graphic Designer, Sign Maker

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

- Programmed file versioning system with JavaScript to manage hundreds of client proofs.
- Automating pipeline procedures to reduce repetitive tasks to hotkeys.
- Designing logos, artwork, informational signs in Illustrator.
- Print, cut, and mounting vinyl to vehicles, machinery, coroplast, aluminum, wood.
- Maintaining workplace 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.

### 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