

Ariff Jeff

Multi-Media Technician

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Results-oriented multi-media technician with a strong background in managing complex production pipelines and ensuring high-quality deliverables. Skilled in operating and maintaining equipment, conducting tests, and developing documentation. Proficient in software development and automation, with a keen eye for detail and a commitment to delivering error-free products. A proactive team player with excellent communication skills, able to adapt quickly to changing priorities. Seeking to leverage technical expertise and transferable skills in multi-media production to contribute to the success of a dynamic manufacturing team.

EXPERIENCE

Shop Technician, Producer

Critical Signs | 03/2023 – 04/2023

- Set up, managed, and operated shop equipment to produce a wide variety of materials according to established specifications in a complex multi-media production pipeline.
- Tested combinations of hardware configurations and documented/reported the results to develop the most efficient and error-free bulk production processes.
- Collaborated directly with clients and subcontractors to ensure timely completion of projects while overcoming unforeseen challenges during production.
- Researched and found best value-for-performance hardware components to upgrade outdated company hardware.
- Implemented and trained colleagues on data management software, significantly reducing the time required to manage large amounts of client data.

Medical Science Technical Editor

XVIVO Scientific Animation | 06/2021 – 01/2022

- Reviewed and edited research paper material on novel cancer treatment methods, ensuring accuracy and clarity of content through meticulous attention to detail.
- Ensured written and graphical content was error-free, logically consistent, and visually engaging to maintain reader interest.
- Collaborated with researchers to iterate changes and ensure consistency with their vision for an interactive learning app.
- Participated in daily meetings with animators, editors, and management to exchange feedback, maintain consistency between shots, and ensure deadlines could be met.

Fencing Coach, Director

ELHS Fencing, ELP&R Fencing, Eastern Connecticut Conference | 04/2021 – Present

- Coached fencing students at East Lyme High School, leading the team to become state tournament champions.
- Head coach for youth fencing program at East Lyme Parks & Recreation.
- Directed at tournaments throughout Connecticut for the Eastern Connecticut Conference.

Shop Technician, Producer, Software Developer

One Look Signs | 09/2019 – 05/2021

- Maintained and used a variety of shop equipment and software to produce print and digital media under a wide range of specific pipeline requirements.
- Developed a file version control GUI and relevant documentation to streamline data management for hundreds of clients.
- Automated production workflows with JavaScript, reducing repetitive tasks to reusable scripts.

Pipeline Developer, Graphic Designer

UConn Athletics | 04/2017 – 01/2019

- Developed batch processes and documentation to automate and streamline the media production pipeline for the marketing and social media departments.
- Designed graphics to promote UConn's brand, sports, events, and athletes on social media.

PROJECTS

HPM Package Manager

Simple plugin management in a Qt GUI for design applications.

Graphics Toolset

Custom version control GUI and graphics pipeline tools.

SOFTWARE DEV SKILLS

OOP, Unit testing, CI/CD, Make, Git/GitHub, Python, JavaScript, VEX, Qt/PySide, Selenium, Pandas, Fernet, Poetry, Desktop GUI & CLI apps, Open source development

EDUCATION

University of Connecticut

2016 – 2019, Bachelor of Arts
New England Scholar (2016)
Dean's List (2016, 2018)