



Ariff Jeff

3D Motion Graphics, FX Artist
Web Design & Dev

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Education

University of Connecticut
2016 - May 2019

B.A. - Digital Media and Design
3D Animation and Visualization

CG

3D Animation / Motion Graphics
FX Simulations
Hard Surface Modeling
Retopology
UV / Texturing
Arnold, Deadline



Web Design & Dev

HTML, CSS, PHP, MySQL
VS Code, MySQL Workbench
Github, LFS

Other Skills

Windows, macOS
HTC Vive, Oculus Rift
MotionBuilder, OptiTrack Motive
Fusion 360, SolidWorks
Simplify3D, MakerBot, LulzBot Taz
Python, Javascript
Bash, C#, Automator
FileZilla
Trello
Fencing
Rowing
PC Gaming, PC Building

Places Visited

Los Angeles; Toronto;
Barcelona; United Kingdom;
South Ireland; Hamburg, Germany;
Netherlands; Malaysia; France

Experience

One Look Sign Company, Connecticut

Graphic Designer, Sign Maker, Programmer, Sep 2019 - Present

- Designed and proofed sign artwork with Illustrator for client approval
- Printed, cut, and mounted vinyl to coroplast, aluminum, & other materials
- Managed incoming calls and organized jobs with Trello
- Developed Javascript to streamline repetitive pipeline procedures

Houdini Destruction VFX Course, CGMasterAcademy

Houdini Student, Jan 2019 - Mar 2019

- Learned workflow to execute destruction simulations
- Taught by DNEG VFX TD Keith Kamholz

Trebel Music - Sponsored Silent Rave, UConn Student Agency, UConn

3D Animator, Agency Member, Aug 2018 - Dec 2018

- Created giant looping motion graphic (C4D, Arnold, Deadline) projected at silent rave
- Created and presented planned work to the client that best represented their brand

UConn Football Social Media Team, UConn

2D / 3D Graphic Designer, Apr 2017 - Jan 2019

- Designed 2D / 3D graphics for UConn Football social media in Photoshop & C4D
- Automated Photoshop process and made documentation for batch graphic creation

UConn CG Club, UConn

Club Member, Sep 2017 - May 2019

- Gave and received constructive critique on group-shared 2D & 3D artwork
- Learned retopology, Substance Painter, Arnold, & Deadline

UConn Blue Line Hockey Social Media Team, UConn

Treasurer, Nov 2017 - May 2018

- Underwent treasurer training
- Managed financial records in Excel & signed off on transactions
- Liaised with university's finance department for bookkeeping

SIGGRAPH 2017, LA, California

Student Volunteer, Jul 2017

- Facilitated exclusive preview of VR experiences (Oculus Rift) to conference attendees
- General volunteer duties, directed attendees, communicated with managers

UConn Tasoglu Lab Intern, UConn

Graphic Designer, Sep 2017 - May 2018

- Designed medical journal cover graphic - 3D modeled, lit, shaded in C4D

Camp Med-O-Lark, Maine

Camp Counselor Staff, Jun 2017 - Jul 2017

- Taught 3D printing, 2D animation, stop motion, virtual reality (HTC Vive) to youths
- General camp counselor duties, helped organize events, responsible for safety

ELHS Fencing, East Lyme, Connecticut

Head Fencing Captain, Nov 2014 - Mar 2015

- Lead and taught fencing to 60 member team
- Director and advisor to fencers during tournaments
 - Participated in tournaments throughout New England
 - 4th place in Eastern Connecticut Conference
 - Best foilist award 2014 - 2015
 - Coach's Award 2014, 2015