Ariff Jeff

Manufacturing Tech @ Pfizer,

Software Dev, 3D Technical Artist, Fencing Coach

# EXPERIENCE

Manufacturing Technician

Pfizer | 06/2024 – Present

* Manufacturing oral solid dose pharmaceutical tablet batches for development and Phase 1 clinical trials while adhering to GMP, SOPs, and safety protocols.
* Set up, operating, and cleaning equipment for blending, milling, dry granulation, compression, coating, and laser drilling.
* Communicating with technicians, engineers, quality assurance, and management to reduce schedule disruptions, maintain compliance, and guarantee product quality.
* Creating 3D animations of equipment operations to improve training and SOP adherence.

Manufacturing Technician

Eurofins PSS | 08/2023 – 05/2024

* Manufactured oral solid dose pharmaceutical tablets for development and Phase 1 clinical trials while adhering to GMP, SOPs, and safety protocols.
* Set up, operated, and cleaned equipment for blending, milling, dry granulation, and compression.
* Created 3D animations of equipment operations to improve training and SOP adherence.

Technician, Graphic Designer

Critical Signs | 03/2023 – 04/2023

* Operated and maintained equipment, designed graphics, and collaborated with clients to efficiently produce print media.

Medical 3D Animator

XVIVO Scientific Animation | 06/2021 – 01/2022

* Created scientifically accurate 3D medical animations from start to finish using Houdini, Cinema 4D, Redshift, and After Effects.
* Participated in daily meetings with the team to exchange feedback, maintain shot consistency, and ensure deadlines could be met.

Fencing Coach, Director

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

* Coaching 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 eastern Connecticut for the Eastern Connecticut Conference.

Shop Technician, Producer, Software Developer One Look Signs | 09/2019 – 05/2021

* Operated and maintained equipment and designed graphics to efficiently produce print media.
* Programmed a file version control system and wrote documentation to streamline data management for hundreds of clients.
* Automated production workflows with JavaScript, thereby reducing repetitive time consuming tasks to reusable scripts.

Pipeline Developer, Graphic Designer UConn Athletics | 04/2017 – 01/2019

* Automated media production and designed graphics for UConn’s brand, sports, events, and athletes on social media.

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**EDUCATION**

University of Connecticut

2016 – 2019

Bachelor of Arts

New England Scholar (2016) Dean’s List (2016, 2018)

**PROJECTS**

HPM Package Manager Comprehensive plugin management app for industry standard 3D animation software.

Graphics Toolset

Custom version control system and graphics pipeline tools for Adobe software.

**SOFTWARE SKILLS**

Python, JavaScript, VEX, OOP, Unit testing, CI/CD, Make, Git/GitHub, Qt/PySide, Selenium, Pandas,

Desktop GUI & CLI apps, Open source development

# 3D SKILLS

Houdini, Solaris, USD, Substance Painter, Nuke. Generalist skills, mograph, FX.

# FENCING

Coaching, competing, fencing since 2012.