Ariff Jeff

3D Generalist, Software Developer, Web Developer, Graphic Designer

# EXPERIENCE

Graphic Designer

Critical Signs | 03/2023 – 04/2023

* Designed and produced graphics and advertising/marketing materials.
* Communicated with clients and subcontractors to complete projects promptly.
* Researched and found best value-for-performance computer parts to upgrade old workstations.

3D Generalist

XVIVO Scientific Animation | 06/2021 – 01/2022

* Produced scientifically accurate 3D medical animations for institutions and public

companies with Houdini, Cinema 4D, and Redshift.

* Assembled and animated shots according to storyboards, including modeling, texturing, shading, lighting, rendering, and compositing.
* Participated in daily meetings with animators, editors, and management to exchange feedback, maintain shot cohesion, and ensure deadlines could be met.

Fencing Coach, Director

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

* Coached students in fencing who became unrivaled state champions.
* Directed at tournaments throughout Connecticut for the Eastern Connecticut Conference.

Graphic Designer, Software Developer

One Look Sign Company | 09/2019 – 05/2021

* Created a file version control GUI for efficient management of hundreds of client

proof work.

* Automated graphic design workflows with JavaScript to reduce repetitive tasks

down to hotkeys.

* Designed and produced logos, custom artwork, and informational graphics.
* Collaborated with clients to refine projects from inception to completion.

3D Animator

Trebel Music | 08/2018 – 12/2018

* Animated and projected motion graphics (Cinema 4D, Arnold, Deadline) for a sponsored event.
* Co-organized event that boosted Trebel’s mobile app user engagement in Connecticut by 13%.

3D & 2D Graphic Designer

UConn Athletics | 04/2017 – 01/2019

* Designed 2D & 3D graphics for UConn Football social media using Photoshop,

Cinema 4D, and Arnold.

* Established batch processes and documentation to automate the graphics production pipeline.

SIGGRAPH Student Volunteer

ACM SIGGRAPH | 07/2017 – 07/2017

* Presented unreleased Oculus Rift VR experience previews to conference attendees.
* Performed general volunteer tasks, guided attendees, and fulfilled managerial

directives.

860.501.0121

[ariffjeff@icloud.com](mailto:ariffjeff@icloud.com) linkedin.com/in/ariffjeff artstation.com/ariffjeff github.com/ariffjeff

# PROJECTS

Houdini Package Manager Simple plugin management for Houdini in a Qt GUI.

ReEmployCT Data Entry Automatic weekly CT unemployment benefits in a CLI.

Graphics Toolset

Custom version control GUI and graphics pipeline tools.

# SKILLS

3D

Houdini, Karma, Solaris, Substance 3D Painter, Nuke, Cinema 4D, Maya,

Arnold, Octane, Redshift, ACES/OCIO,

Deadline, Royal Render

2D / Design

Photoshop, Illustrator, Flexi, After Effects, Premiere Pro

Software Development OOP, Unit testing, CI/CD, Git/GitHub, Python, JavaScript, VEX, Qt/PySide, Selenium, Pandas, Fernet, Poetry, Desktop GUI & CLI apps,

Open source development

Web Development

HTML, CSS/SCSS, JavaScript, PHP, MySQL/Workbench, SEO optimization,

Mobile-first design

# EDUCATION

University of Connecticut

2016 – 2019, Bachelor of Arts 3D Animation and Visualization New England Scholar (2016) Dean’s List (2016, 2018)

CG Master Academy

January – March 2019

Mastering Destruction in Houdini

# GAMES I LOVE

Kerbal Space Program, Subnautica, Factorio, Age of Mythology, Faster Than Light, modded Skyrim





