ARIFF JEFF

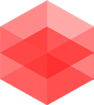
3D Generalist, Software Developer, Front End Web Developer

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# 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

# Projects

* CLI app that automates Connecticut unemployment.
* A Houdini package manager app.
  + File versioning controller and related graphics pipeline scripts.

# Skills

3D

Houdini, Karma, USD/Solaris, Substance 3D Painter, Nuke, Cinema 4D, Maya, Arnold, Octane, Redshift, Deadline, Royal Render, ACES/OCIO, Motion capture, X-Particles

2D/Design Adobe Creative Cloud, Photoshop, Illustrator, After Effects, Premiere Pro

Software Development

OOP, Unit Testing, CI/CD, Git/Github

Desktop GUI & CLI apps, VEX, Python, JavaScript, Qt/PySide, ExtendScript, Selenium, Pandas, Fernet cryptography, Poetry

Web Development

HTML, CSS/SCSS, PHP,

MySQL/Workbench, SEO optimization,

Responsive-design, Mobile-first

Misc Windows, macOS, Macro photography, Photogrammetry, HTC Vive, Oculus Rift,

MotionBuilder, OptiTrack Motive,

Storyboarding, Fusion 360, SolidWorks,

3D printing Bash, C#, XML, JSON

FileZilla, Excel, Trello, Fencing, Rowing,

Computer building and gaming

# Travel

Los Angeles, Canada, Spain, United Kingdom, Ireland,

# Work Experience

Software Developer, Graphic Designer

Critical Signs, Connecticut 03/2023 - Present

* Designing and producing graphics while directly communicating with clients and subcontractors to bring projects to completion as soon as possible.
* Researched best value for performance parts and built new workstation to replace old PC.

3D Generalist

XVIVO Scientific Animation - Connecticut 06/2021 - 01/2022

* Created scientifically accurate 3D medical animations for institutions and public companies.
* Assembled and animated shots to match storyboards; including modeling, texturing/shading, lighting, rendering/wrangling, compositing.
* Engaged in daily group meetings to correspond with fellow animators, editors, and management to receive/provide feedback, match inter-shot cohesion, and ensure project deadlines could be met.

Director, Fencing Coach

Eastern Connecticut Conference, ELHS Fencing, TRFC - Connecticut 04/2021 - Present

* Coached students to excel at fencing and who went on to become unrivaled state champions.
* Directed at tournaments across Connecticut, including the Eastern Connecticut Conference.

Software Developer, Graphic Designer

One Look Sign Company - Connecticut 09/2019 - 05/2021

* Developed file versioning system to efficiently manage hundreds of client proofs.
* Automated graphic design workflows to reduce repetitive tasks down to hotkeys.
* Designed and produced logos, custom artwork, informational signs.
* Directly communicated with clients to iterate on projects from start to finish.

3D Animator

Trebel Music - Connecticut 08/2018 - 12/2018

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

3D & 2D Graphic Designer

UConn Athletics - Connecticut 04/2017 - 01/2019

* Designed 2D & 3D graphics for UConn Football social media (Photoshop, Cinema 4D, Arnold).
* Developed batch processes and documentation to automated graphic production pipeline.

Treasurer, Manager

UConn Blue Line - Connecticut 11/2017 - 05/2018

* Managed financial records, approved transactions, liaised with UConn’s finance department.

SIGGRAPH Student Volunteer

ACM SIGGRAPH - Los Angeles, California 07/2017 - 07/2017

* Facilitated presentation of unreleased Oculus Rift VR experience previews to conference attendees.
* General volunteer duties, directed attendees, completed managerial directives.

Camp Counselor Staff

Camp Med-O-Lark - Maine 06/2017 - 07/2017

* Taught 3D printing, 2D animation, stop motion, and VR to 8-16 year-olds.
* General camp counselor duties, helped organize events, and responsible for safety of children.

Head Fencing Captain

ELHS Fencing - Connecticut 11/2014 - 03/2015

* Lead and taught fencing to largest team (60 members) in Connecticut at practice and tournaments.
* 4th place: Eastern Connecticut Conference, Best Foilist Award 2014 - 2015, Coach’s Award 2014, 2015.

Germany, Malaysia, France Games I love: Kerbal Space Program, Subnautica, Factorio, Age of Mythology, Faster Than Light, modded Skyrim