Ariff Jeff

3D Motion Graphics & Simulations Web Design & Development

# Education

University of Connecticut

2016 - 2019

Bachelor of Arts Digital Media and Design

3D Animation and Visualization New England Scholar (2016) Dean’s List (2016, 2018)

CG Master Academy

January - March 2019 Mastering Destruction in Houdini

# Skills

Cinema 4D, Maya, Houdini, Nuke, Substance Painter & Designer, Arnold, Octane, Redshift, Deadline, X-Particles, Adobe Creative Cloud,

Photoshop, Illustrator, After Effects, Premiere Pro,

3D animation, motion graphics, Simulations: Destruction, Hard surface modeling, Retopology, UVs, texturing, Lighting, rendering,

ACES, OCIO, compositing, Storyboarding, motion capture,

Python, JavaScript, HTML, CSS / SCSS, PHP, MySQL,

Responsive web design, GitHub Desktop, MySQL Workbench, Visual Studio Code, Sublime Text

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

MotionBuilder, OptiTrack Motive, Fusion 360, SolidWorks, Simplify3D, MakerBot, Bash, C#, Automator, FileZilla, Excel, Trello, Fencing, Rowing,

Computer building and gaming

# Travel

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

Malaysia, France

# Portfolio

[www.ariffjeff.com](http://www.ariffjeff.com/) [www.ariffjeff.com/demoreel](http://www.ariffjeff.com/demoreel) [www.artstation.com/ariffjeff\_3dcg](http://www.artstation.com/ariffjeff_3dcg) [www.instagram.com/ariff\_jeff](http://www.instagram.com/ariff_jeff)

# Contact

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# Work Experience

3D Generalist

XVIVO - Connecticut, June 2021 - Present

* Create scientifically accurate 3D medical animations with Cinema 4D, X-Particles and Redshift to finalizing renders in After Effects and Fusion.
* Research new workflows and develop documentation and tools to streamline 3D animation pipeline.

JavaScript Developer, Graphic Designer, Sign Maker

One Look Sign Company - Connecticut, September 2019 - May 2021

* Programmed file versioning system with JavaScript to manage hundreds of client proofs.
* Automating pipeline procedures to reduce repetitive tasks to hotkeys.
* Designing logos, artwork, informational signs in Illustrator.
* Print, cut, and mounting vinyl to vehicles, machinery, coroplast, aluminum, wood.
* Maintaining workplace by managing incoming calls, scheduling/organizing jobs in Trello.

3D Animator, Agency Member

Trebel Music/UConn Student Agency, August 2018 - December 2018

* Animated and projected giant looping motion graphic (Cinema 4D, Arnold, Deadline) at sponsored event.
* Increased user engagement of Trebel’s mobile app in Connecticut by 13%.
* Trebel achieved a new successful social media marketing strategy and campaign after our agency team presented plans and materials best representative of the Trebel brand.

2D & 3D Graphic Designer

UConn Athletics, April 2017 - January 2019

* Design of 2D & 3D graphics for UConn Football social media (Photoshop, Cinema 4D, Arnold).
* Increased workflow speed of graphic production more than 10-fold with the testing and development of an automatic process to batch create Photoshop graphics.
* Produced documentation of automatic batch process for future users.

CG Club Member

UConn Computer Graphics Club, September 2017 - May 2019

* Gained experience and understanding on how to provide technical, constructive critique of 2D/3D artwork to student colleagues.
* Learned how to receive the same constructive critique for my own artwork.
* Engaged in sessions to learn Maya, Substance Painter, Arnold, Deadline, and After Effects compositing.

Treasurer & Manager

UConn Blue Line, November 2017 - May 2018

* Trained to qualify as a treasurer by the university finance department.
* Managed financial records in Excel and signing off transactions.
* Liaised with UConn’s finance department for bookkeeping purposes.

Student Volunteer

ACM SIGGRAPH - Los Angeles, California, July 2017

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

Camp Counselor Staff

Camp Med-O-Lark - Maine, June 2017 - July 2017

* Taught and demonstrated 3D printing, 2D animation, stop motion, virtual reality (HTC Vive) to 8-16 year-old children.
* General camp counselor duties, helped organize events, and responsible for safety of children.

Head Fencing Captain

ELHS Fencing - Connecticut, November 2014 - March 2015

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

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