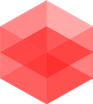
ARIFF JEFF

3D Generalist, Software Developer, Front End Web Developer

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ariffjeff.com



# PROJECTS

Houdini Package Manager

Simple plugin management for

Houdini in a Qt GUI.

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

Illustrator ExtendScripts

Version control GUI and graphics

pipeline scripts.

# SKILLS

3D

Houdini, Karma, Solaris •

Substance 3D Painter, Nuke •

Cinema 4D, Maya •

Arnold, Octane, Redshift •

ACES/OCIO •

Deadline, Royal Render •

2D / Design Photoshop, Illustrator, 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 •

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

# EXPERIENCE

Graphic Designer, Software Developer

Critical Signs | 03/2023 – Present | Waterford, CT

* Designing and producing graphics; communicating 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 | Wethersfield, CT

* Produced scientifically accurate 3D medical animations for institutions and public companies using 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 meet deadlines.

Director, Fencing Coach

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

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

Graphic Designer, Software Developer

One Look Sign Company | 09/2019 – 05/2021 | Westbrook, Connecticut

* 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 signs.
* Collaborated with clients to refine projects from inception to completion.

3D Animator

Trebel Music | 08/2018 – 12/2018 | Storrs, Connecticut

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

3D & 2D Graphic Designer

UConn Athletics | 04/2017 – 01/2019 | Storrs, Connecticut

* Created 2D & 3D graphics for UConn Football social media using Photoshop, Cinema 4D, and Arnold.
* Established batch processes and documentation to automate graphics production pipeline.

SIGGRAPH Student Volunteer

ACM SIGGRAPH | 07/2017 – 07/2017 | Los Angeles, California

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