Ariff Jeff

FX Artist, 3D Generalist

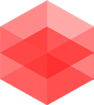
Front End Web Developer, Programmer

[ariffjeff@icloud.com](mailto:ariffjeff@icloud.com)

+1 (860) 501-0121

artstation.com/ariffjeff

ariffjeff.com linkedin.com/in/ariffjeff github.com/ariffjeff



# 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)

# Certification

CG Master Academy

January - March 2019 Mastering Destruction in Houdini

# Skills

3D

FX, Motion Graphics, Generalist Houdini, VEX, Cinema 4D, Maya, Nuke, Substance Painter & Designer, Karma, USD (Solaris), Arnold, Octane, Redshift, Deadline, Royal Render, ACES/OCIO, Motion capture,

X-Particles

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

Programming VEX, Python, JavaScript, ExtendScript, Selenium, Pandas, Fernet cryptography, Poetry, Object oriented programming,

Unit testing, Continuous integration

Web Development

HTML, CSS/SCSS, PHP, MySQL,

Git/GitHub, MySQL Workbench, Visual Studio Code, Sublime Text, 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, Germany, Malaysia, France

# Work Experience

3D Animator, Generalist

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

* Used Houdini, Cinema 4D, Redshift, and the Royal Render manager to create scientifically accurate 3D medical animation shots.
* Assembled shots from scratch and animated to match provided storyboards, including shading, lighting, rendering/wrangling, compositing, and delivering shots to the editing department.
* Enjoyed working with fellow animators to match visual development and animation frame timing between shots.
* Attended regular group meetings to receive feedback from management and ensure project deadlines could be met.

Tournament 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.

JavaScript Developer, Graphic Designer, Sign Maker

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

* Programmed file versioning system to easily create and manage hundreds of client proofs.
* Automated procedures to reduce repetitive tasks down to hotkeys.
* Designed logos, artwork, informational signs in Illustrator.
* Print, cut, and mounted vinyl to vehicles, machinery, coroplast, aluminum, wood.
* Managed incoming calls, scheduled and organized jobs in Trello.

3D Animator, Agency Member

Trebel Music/UConn Student Agency - Connecticut 08/2018 - 12/2018

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

3D & 2D Graphic Designer

UConn Athletics - Connecticut 04/2017 - 01/2019

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

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 virtual reality (HTC Vive) 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.
* 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, modded Skyrim