Ariff Jeff

3D Animation & 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)

# Certification

CG Master Academy

January - March 2019 Mastering Destruction in Houdini

# Skills

Houdini, Cinema 4D, Maya, Nuke, Substance Painter & Designer, Arnold, Octane, Redshift, Deadline, Royal Render,

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, Ireland, Germany, Malaysia, France

# Portfolio

artstation.com/ariffjeff\_3dcg

ariffjeff.com

# Contact

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Connecticut

# 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, 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.

Fencing Coach, Tournament Director

Thames River Fencing Club, ELHS Fencing, ECCs - 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, Terraria, modded Skyrim