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

artstation.com/ariffjeff\_3dcg

ariffjeff.com instagram.com/ariff\_jeff

# Contact

[ariff.jeff@uconn.edu](mailto:ariff.jeff@uconn.edu)

+1 860-501-0121

linkedin.com/in/ariffjeff

Connecticut

# Work Experience

3D Animator, Generalist

XVIVO Scientific Animation - Connecticut, June 2021 - January 2022

* Used Houdini, Cinema 4D, and Redshift to create scientifically accurate 3D medical animation shots.

Fencing Coach, Tournament Director

Thames River Fencing Club, ELHS Fencing - Connecticut, April 2021 - Present

* Coached students to excel at fencing and who went on to become unrivaled state champions.
* Directed tournament bouts across Connecticut.

JavaScript Developer, Graphic Designer, Sign Maker

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

* Programmed file versioning system to manage hundreds of client proofs.
* Automated procedures to reduce repetitive tasks 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, August 2018 - December 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, April 2017 - January 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.

CG Club Member

UConn CG Club, September 2017 - May 2019

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

Treasurer & Manager

UConn Blue Line, November 2017 - May 2018

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

SIGGRAPH Student Volunteer

ACM SIGGRAPH - Los Angeles, California, July 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, June 2017 - July 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, 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, modded Skyrim