

Somar Jaafar

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SUMMARY

Holding a **bachelor's in Computer Science** and currently pursuing a **Fine Arts degree in Computation Arts**, I combine technical expertise with creative insight. With 2 years of experience developing VFX tools for blockbusters like *Guardians of the Galaxy 3*, I bring skills in Python scripting, 3D art pipelines, and game engine workflows.

WORK EXPERIENCE

[Framestore](#)

Apr. 2022 – Mar. 2024

Assistant Technical Director

Montreal, QC

- Developed **Python tools for Maya, Nuke, and Linux** to improve VFX artists' workflows on film projects.
- Troubleshoot 3D software, pipeline, and rendering issues, reporting to the Head of Computer Graphics.

[Augmented Reality Design](#)

Jan. 2020 – Present

- Published **25+ AR experiences**, accumulating **200+ million views** across my AR Instagram portfolio.
- Exhibited my AR piece "**Reciprocity Failure**" at Concordia's Fusion 2023 Exhibition, where it earned the **Rhona Richman Kenneally Award** for the piece's interactivity and emotional potency.

[Pole To Win \(PTW\)](#)

Apr. 2020 – Sept. 2020

Functional QA Game Tester

Montreal, QC

- Reported gameplay, performance, and network issues to game developers using Jira.

EDUCATION

Concordia University

Expected Graduation: June 2026

Bachelor of Fine Arts in Computation Arts

Montreal, QC

Concordia University

Graduated June 2022

Bachelor's in Computer Science, Computer Games Concentration

Montreal, QC

PROJECTS

[Game Development & Engine Prototypes](#) | C#, C++, Unity, OpenGL

2020-Present

- Prototyped a variety of games including a 3D rail shooter and a tower defense strategy game.
- Developed an AR graphics engine for creating makeup, tattoo, and face mask effects similar to Instagram's.

["Sugar Rush" 3D Animation Loop](#) | Blender, Photoshop

Oct. 2024

- Used 3D modeling, texturing, and a first-person perspective to explore themes of addiction and dependency.

["Crash, Not Accident" Graphic Poster](#) | Photoshop, Photography

Nov. 2023

- Designed a poster with original photos and illustration, advocating accountability in urban design and driving.

SKILLS & INTERESTS

Programming: C++, Python, C#, Unity, Unreal Engine, OpenGL, Touch Designer, JavaScript, git.

Arts: Maya, Blender, Adobe Photoshop, Nuke, Photography, Lightroom, Graphic Design.