Somar Jaafar

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SUMMARY STATEMENT

As a Computation Arts student with VFX and computer graphics experience, I aim to integrate the artistic and programming aspects of game development to create visually striking and immersive experiences. My background in VFX tools development and Augmented Reality Design equips me to bridge the gap between art and code. I'm eager to contribute to the Behaviour Interactive Research Chair projects.

WORK EXPERIENCE

Framestore 🔗   **Apr. 2022 – Mar. 2024**
Assistant Technical Director   *Montreal, QC*
- Developed tools using Python for Maya, Blender, and Linux to improve VFX artists' workflow on film projects like Guardians of the Galaxy vol. 3.
- Troubleshooting 3D software, pipeline, and rendering issues, reporting to the Head of Computer Graphics.

Augmented Reality Design 🔗   **Jan. 2020 – Present**
- Published **25+ AR effects, a**ccumulating **150+ million views** across my AR Instagram portfolio.
- Exhibited my AR piece "**Reciprocity Failure**" at the C/DART Fusion Exhibition in 2023, earning 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 bugs, performance, and network issues directly to game developers.

EDUCATION

Concordia University   **Fall 2023 - Present**
Bachelor of Fine Arts in Computation Arts (Specialization)   *Montreal, QC*
- 3.14 GPA

PROJECTS

Concept Game Development 🔗 | Unity, OpenGL, C++, Unreal Engine   2019-Present
- Created a variety of concept games including a 3D rail shooter and a tower defense strategy game in Unity.
- Developed a game engine in OpenGL featuring 3D movement, model rendering, lighting, and shadows for my computer graphics team project.

AR Face Mesh Application 🔗 **| C++, OpenGL, OpenCV, Dlib**   **Nov. 2021**
- Developed an AR graphics engine for creating makeup, tattoo, and face mask effects similar to Instagram's.
- Used machine learning libraries to track faces then rendered textured 3D meshes on the webcam feed with OpenGL.

SKILLS & INTERESTS

Programming: C++, OpenGL, Unity, Unreal Engine, Python, C#, web design, JavaScript, HTML/CSS, git.

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