

Somar Jaafar

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SUMMARY

I hold a bachelor's in **Computer Science**, and am currently pursuing a Fine Arts degree in **Computation Arts**. I'm an award-winning interactive art creator with over **200 million Instagram impressions**. I have 2 years of experience developing 3D animation tools for blockbuster movies like *Guardians of the Galaxy 3*. I love collaborating with other artists to unleash their creativity.

SKILLS

- **Programming:** Python, Unity, C#, C++, OpenGL, Godot, Visual Shaders, QA testing, HTML/CSS.
- **Visual Art:** Maya, Blender, 3D Pipelines, Adobe Photoshop, Graphic/Web Design, Lightroom, Photography.

WORK EXPERIENCE

Framestore

April 2022 – March 2024

Assistant Technical Director

Montreal, QC

- Developed **technical art tools for Maya**, Nuke, and Linux using Python to improve 3D VFX workflows, allowing artists to focus on their craft and producers to work more efficiently.
- Created and documented a Maya framing tool to adjust camera distances while preserving shot and perspective.
- Troubleshoot 3D software, pipeline, and rendering issues, reporting to the Head of Computer Graphics.

Augmented Reality Design

January 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**. It features custom written visual shaders and effects.

Pole To Win (PTW)

April 2020 – September 2020

Functional QA Game Tester

Montreal, QC

- Tested games against Sony’s Technical Requirements to ensure builds pass certification and ship on time.

EDUCATION

Concordia University

Expected Graduation: June 2026

Bachelor of Fine Arts in Computation Arts

Montreal, QC

Concordia University

Graduated June 2022

Bachelor of Computer Science, Computer Games Concentration

Montreal, QC

PROJECTS

Before The Sun Rises - Game Prototype using Godot, Blender, Photoshop

April 2025

- Developed a bullet-hell style game where you must move and dodge rocks thrown by the mob to reach the goal.
- Collaborated with a 3D artist to create the game with 100% original 3D assets.

Nothing Holy - 3D Render using Blender

April 2025

- Collaborated with a Kashmiri musician to critique borders while creating dialogue across cultural differences.
- Rendered a 3D image as cover art for his single track, using procedurally generated black hole, debris, and water.