

# Somar Jaafar

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## SUMMARY

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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 artists to unleash their creativity.

## SKILLS

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- **Programming:** Python, Unity, C++, Unreal Engine, OpenGL, Visual Shaders, Tool Development, QA testing.
- **Visual Art:** Maya, Blender, 3D Pipelines, Substance Painter (basics), Adobe Photoshop, Photography, Design.

## WORK EXPERIENCE

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### 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

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### **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

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### Augmented Reality Face Mesh Engine using C++, OpenGL

December 2021

- Developed an AR graphics engine for creating makeup, tattoo, and face mask effects similar to Instagram’s.
- Created a tool for AR artists to paint textures easily and intuitively on the viewer’s face.

### Bike-Lania – Game Prototype using Python, Godot, Blender, Photoshop

January 2025

- Developed a game about biking while avoiding obstacles like parked cars’ unpredictable opening doors.
- Created original 3D art including models, rigs, and textures, plus design and programming, all solo.