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 artists to unleash their creativity.

SKILLS

- **Programming:** Unity, C#, C++, OpenGL, Unreal, Unreal Blueprints, Python, Confluence Documentation.
- **Visual Art:** Maya, Blender, 3D Pipelines, Photoshop, Figma Prototyping, Web Design, Graphic Design.

WORK EXPERIENCE

Framestore   **April 2022 – March 2024**
Assistant Technical Director – Full Time   *Montreal, QC*
- Programmed **technical art tools for Maya** and Linux to improve 3D VFX workflows, alongside **technical documentation** to help artists focus on their craft and producers work more efficiently.
- Created and documented a Maya framing tool to adjust camera distances while preserving shot and perspective.
- Debugged 3D software, pipeline, and rendering issues, reporting to the Head of Computer Graphics.

Augmented Reality (AR) Design   **April 2020 – January 2025**
Freelance – Part Time
- Published **30+ AR experiences,** accumulating **200+ million views** across my AR Instagram portfolio.
- Exhibited my interactive 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 – Full Time   *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   **April 2025**
- Collaborated with a 3D artist to create a bullet-hell game with 100% original 3D assets, by programming custom game engine tools and technical workflows to streamline the artist-designer collaboration process.

Spirit Tales – Card Game   **April 2025**
- Teamed up with 3 classmates to design a social card game about sharing personal stories and deceiving players.