

Somar Jaafar

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SUMMARY

I create real-time visuals and build tools to boost artistic workflows. I write shaders and model, rig, and animate my own work. I spent 2 years at **Framestore** programming **Python** tools for **Maya** on blockbusters like *Guardians of the Galaxy 3*. I hold a bachelor's in **computer science** and am finishing a fine arts degree in **Computation Arts**, as part of Concordia's **Behaviour Interactive Research Chair**.

SKILLS

- **Art & Visuals:** Custom Shaders (HLSL, ShaderLab), Stylized/NPR Rendering, Post-Processing, Flipbook & Sprite Sheet VFX, Blender (Modelling, Rigging, Animation), Maya, Adobe Photoshop.
- **Tools & Pipeline:** Python Tool Development (Maya), C++, C#, Performance Profiling, Data Validation & Automated Pipelines, Debugging, Technical Documentation, Git, Jira, Confluence, Linux.
- **Engines & Real-Time:** Unreal Engine 5 (Blueprints, Animation Blueprints), Unity, Asset Optimization, OpenGL, 3D Vector Math.

WORK EXPERIENCE

World Creation Studio

Jan 2026 – Aug 2026

Unreal Engine Technician

Montreal, QC

<https://worldcreation.studio/workshops/unreal-explorations>

- Built a custom Unreal Engine 5 VR template in Blueprints, with custom pawns, controllers, and movement logic supporting multiple player movement styles in one shared project.
- Taught a two-day Unreal Engine 5 workshop where artists built their own interactive 3D environments, covering asset import, 3D scanning, materials, lighting, spatial sound, and post-processing.
- Helped visiting artists troubleshoot and exhibit their Unreal Engine projects.

Concordia University – Behaviour Interactive Research Chair

Sep 2025 – Jan 2026

Game Development Intern

Montreal, QC

<https://game-design.ca>

- Designed and programmed a two-player 3D game prototype for players of different ages and skill levels, iterating on mechanics and levels through playtests with a Master's researcher in ethical children's game design.

Framestore

Apr 2022 – Mar 2024

Assistant Technical Director

Montreal, QC

<https://www.imdb.com/name/nm17139092>

- Solved technical problems for VFX artists on Guardians of the Galaxy Vol. 3 and The Fall Guy through support tickets, and trained artists on our tools, reporting to the Head of Computer Graphics.
- Developed and documented Python tools for Maya and Linux in close collaboration with artists, including a camera framing tool that adjusts camera distance while preserving shot composition and perspective.
- Automated validation of tracking scenes delivered by partner vendors, catching mismatches with Framestore's pipeline before ingestion into the production database.
- Debugged broken scenes, render farm jobs, and faulty production data, and automated error checking and asset optimization across internal pipelines.

Augmented Reality Freelance Design

Jan 2020 – Jan 2025

<https://ergosoom.com/augmented-reality.html>

- Published 25+ AR experiences, accumulating 200+ million views across my AR Instagram portfolio.
- Wrote custom real-time shaders and flipbook effects, optimizing shaders and models for smartphone framerates.
- Won the Rhona Richman Kenneally Award (Fusion 2024) for “Reciprocity Failure,” a custom-shader AR piece.

Pole To Win (PTW)

Apr 2020 – Sep 2020

Functional QA Game Tester

Montreal, QC

<https://www.ptw.com>

- Wrote hundreds of technical bug reports in Jira, testing builds against PlayStation’s Technical Requirements.

EDUCATION

Concordia University

Expected Graduation: Dec 2026

Bachelor of Fine Arts in Computation Arts, 3.67 GPA

Montreal, QC

- Behaviour Interactive Research Chair Scholarship Recipient.

Concordia University

Graduated Jun 2022

Bachelor of Computer Science, Computer Games Concentration

Montreal, QC

PROJECTS

Parousia - Real-Time Environment using Unreal Engine 5, ComfyUI, Python

Sep 2026

<https://ergosoom.com/game-dev#machine-church>

- Engineered a real-time pipeline in Python that generates unique AI images with ComfyUI and streams each one live into Unreal Engine 5, onto an original 3D altar of CRT screens.
- Built a stylized church overtaken by technology with a 90s camcorder look, using shell texturing for low-poly cables, and volumetric tricks and mesh decimation to keep heavy assets fast.

Ringo WorldStarr - Shader Study using Unity, HLSL Compute Shaders

May 2026

<https://ergosoom.com/game-dev#ringo>

- Animated up to a million GPU particles with HLSL compute shaders in an explorable procedural world.

Palm Presence - 3D Animation using Blender, Adobe Premiere Pro

Aug 2025

<https://ergosoom.com/vfx.html>

- Modelled, textured, rigged (armatures, weight painting), and animated palm trees for a solo 30-second piece.
- Stylized the look with custom cross-hatching, object outlines, toon shading, and procedural effects.

Before The Sun Rises - Game Prototype using Godot, Maya

Apr 2025

<https://ergosoom.com/game-dev#btsr>

- Programmed the controls, enemy AI, and post-processing for a bullet-hell prototype, and brought a 3D artist’s original Maya rigs and animations into the game as playable characters.
- Built custom engine tools and workflows to streamline artist–designer collaboration.

Augmented Reality Face Mesh Engine using C++, OpenGL, OpenCV, dlib

Dec 2021

<https://github.com/somxr/ar-facemesh-opengl-dlib>

- Built an AR engine that tracks 68 face landmarks from a webcam for real-time makeup, tattoo, and mask effects, using optical flow to steady the mesh, plus a tool for artists to paint textures onto the face.