

# Safia Nassiri

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## SUMMARY

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Senior Computer Science major with planned minors in Mathematics and Arabic, pursuing a career at the intersection of software engineering and game development. Skilled in programming, full-stack web development, and interactive design using Unity and Godot, while experienced in leading projects, managing workflows, and creating efficient, creative solutions. Passionate about building engaging digital experiences that unite strong engineering principles with artistic vision, and eager to learn new skills to meet any challenge.

## EDUCATION

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### Rowan University | GPA: 3.50

Bachelor of Science in Computer Science

Fall 2022 – Present

expected graduation: 12/26

## PROJECTS

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### Programming Languages Project | Python & Pygame

Present

- Developed a solo game project, creating both a level editor and the playable game using Python and Pygame.
- Implemented core mechanics, sprite animations, and game logic while iterating on design and improving code modularity and readability.

### ACM Game Dev Committee | Unity Engine

Spring 2025 – Present

- Project Manager on Sundered – The Gilded Curse, leading a 5–10 person team and contributing to game design, mechanic programming, and Unity development, including dash, Djinn collection, and interaction systems.
- Designed and optimized puzzles and levels (e.g., statue-drag puzzle), improving gameplay flow and clarity. Refactored core scripts for modularity and performance, cutting debugging time by 30%.

### Small Game Jams — BatJam | Godot Engine

Summer 2025 – Present

- Co-hosted indie game jams, creating What Remains in Sleep (2D resource-collection) and Flesh of the Forgotten (GDScript text adventure leveraging JSON for branching narratives). Managed projects using Trello and Git.
- Focused on rapid prototyping, narrative design, and gameplay iteration to refine player experience and storytelling depth.

### ACM Fall 2024 Game Jam | Godot Engine

Fall 2024

- Designed and developed a Tower Defense game using Godot, integrating gameplay mechanics and UI elements such as tower upgrades and .
- Gained experience in formatting, organizing, and optimizing code for effective team collaboration.

### Rowan University Experiential Learning Subsite

Spring 2025

- Developed a full-stack website for Rowan University as part of Software Engineering coursework, facilitating management of software teams and streamlining sprint tracking.

## EXPERIENCE

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### TechLounge & MakerSpace Assistant Tech Lead | Rowan University, Glassboro, NJ

Fall 2024 – Present

- Oversee and maintain tech equipment, ensuring efficient usage and minimal downtime.
- Train students and staff in equipment functionality and safety, fostering a collaborative environment.
- Troubleshoot equipment issues, contributing to seamless operation.
- Manage multiple requests simultaneously, developing strong time management and multitasking skills.

### ACM Game Dev Committee Head

Fall 2025

- Lead the ACM Game Development Committee, managing the game project and directing team efforts to ensure effective collaboration and timely delivery.
- Schedule and lead meetings, set clear development milestones, and mentor members to enhance both their technical skills and workflow efficiency.
- Support project planning, coordinate team workflows, and ensure milestones are met on schedule.

## TECHNICAL SKILLS

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- Programming Languages:** Java, HTML, CSS, PHP, SQL, C#, C/C++, Shell Scripting, GDScript (Godot)
- Technologies:** Godot Engine, Unity Engine, MySQL Workbench, Microsoft Suite, Data Modeling, Git/GitHub
- Fluent Languages:** English, French, Arabic