

Safia Nassiri

(484) 686-7170 | safianass92@gmail.com | [linkedin.com/in/safia-nassiri](https://www.linkedin.com/in/safia-nassiri)

TECHNICAL SKILLS

- **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

EDUCATION

Rowan University | GPA: 3.50
Bachelor of Science in Computer Science

Fall 2022 – Present
expected graduation: 12/25

PROJECTS

ACM Game Dev Committee | *Unity Engine* Spring 2025 – Present

- Assist as project lead on Sundered – The Gilded Curse, actively contributing to game design and Unity development, including mechanics, level design, and puzzle implementation.
- Develop and optimize game mechanics, debug code, and iterate on level and puzzle designs to improve gameplay quality and player engagement.

Side-Scrolling Platformer | *Godot Engine* Spring 2024 – Present

- Design and develop a side-scrolling platformer using GDScript and the Godot engine, implementing core mechanics including collision detection, sprite sheet animations, and lighting effects.
- Enhance game development skills through self-directed learning and iterative refinement of gameplay features.

Collaborative Game Development Project Spring 2024 – Present

- Direct the team by allocating tasks based on team members' skills and availability.
- Serve as project manager, coordinating and tracking project activities to ensure timely delivery.

ACM Fall 2024 Game Jam | *Godot Engine* Fall 2024

- Designed and developed a Tower Defense game using Godot, integrating gameplay mechanics and UI elements.
- 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

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 on 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.

FLUENT LANGUAGES

- English
- French
- Arabic