SAMIR ABU SAFIEH

STUDENT

CONTACT

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📍 Ruda Śląska (Poland)

EDUCATION

03.2024 - present
SILESIA UNIVERSITY OF SCIENCE

- Computer Science (Master)
  - Game Development

10.2020 - 02.2024
SILESIA UNIVERSITY OF SCIENCE

- Automation and Robotics (Engineer)
  - Information Technology

SKILLS

- C/C++
- Python
- GitHub/Perforce/TortoiseSVN
- SQL
- Unity
- Unreal Engine
- Network Administration
- Simple 3D Modeling (Blender)
- OpenGL

LANGUAGES

- Polish (Native)
- English (Fluent, C1)
- Spanish (Learning, A2)

PROFILE

I am a soon-to-be graduate with a **master's degree** in **Computer Science,** specializing in **Game Development,** and **6 months of professional experience** in game development studio, with the addtion to **1 year of experience** working at a small private studio. Passionate about designing and programming interactive entertainment, I've actively **participated** in game dev conferences, **showcasing my games**, **attending lectures**, and competing in **game jams**. Eager to apply my creativity, technical skills, and hands-on experience, I'm excited to contribute to new projects and continue growing within the gaming industry.

WORK EXPERIENCE

PlaceHolders Studio   06.2024 - *present*

Level Designer/Game Designer

Co-founder of a small i**ndie game studio** with close friends, driven by a shared passion for c**reating unique gaming experiences**. We actively showcase our work at international game conferences, gaining valuable exposure and feedback. My role in the studio focuses on **level design**, where I **create levels from scratch**, **design simple 3D models** in Blender, and contribute **new gameplay mechanics ideas** for the project and **write basic scripts** to enhance gameplay.

Keywords Studios   05.2025 - *present*

Researcher AI

Conducting a variety of **tests** on LLM models and **ensuring quality assurance**, while also working in **assisting training** and contributing to the development of unreleased product. **Collaborating** with a **large team** of specialists in a **fast**-**paced**, **dynamic** company environment.

Carbon Studio S.A   06.2024 - 11.2024

QA Tester/ Level Designer

I started out as a **QA tester**, identifying and reporting bugs. Later I moved into **level design** for one of the company's major projects, focusing on **improving performance** while maintaining visual quality. I mainly focused on tasks such as LODs editing, reducing the number of triangles, editing draw distances and merging meshes. Fixing colliders, collisions and missing textures. I worked closely with senior designers and developers ensuring compliance with certification requirements for console games (**mostly PS5 porting**). I also gained experience using version control systems such as **TortoiseSVN**, **Perforce**, **Git**/**GitHub** and some knowledge of CI/CD such as **Jenkins**. I mainly worked with **Unreal Engine 4**.

KSK Development   07.2023 - 11.2023

Developer

Programming (**C**++) functions, assembly, and testing of various types of sensors, (humidity sensors, parking sensors, pedestrian push buttons) used in intelligent cities and houses.

PROJECTS

Paper Blades

Level Designer, Developer

Paper Blades is a **Roguelike** and **RTS** game developed for the intercollegiate competition **ZTGK**, organized by the Łódź University of Technology. The game is set in feudal Japan, with its art style inspired by Origami. The project received several sponsor awards and **placed 2nd** in the overall ranking. On going project received and **invitation** to **Indie Showcase** competition at worldwide event called **Game Access**. Fully made in **Unity 3D.** With different maps that are semi-randomized.

KNOT FUN

Level Designer

KNOT FUN is a unique game that blends **swarm-style** gameplay with roguelike progression and character development, all set in a Wild West atmosphere with a subtle futuristic twist. Designed for local co-op with up to four players, it offers chaotic and engaging fun that's perfect for casual hangouts with friends. **My role** in the project involved **designing** all the levels from scratch, **developing** gameplay concepts, **scripting** environmental hazards, **creating simple 3D models** and **testing gameplay**. The game was shown at the **Indie Showcase** during the **Game Access Conference** and is set to release soon on PC via Steam.

LATROP

Developer

Latrop is a 3D game developed in **OpenGL**, inspired by the concept of creating and utilizing portals to solve puzzles and progress through levels. This game was created as a university project for the course.
The main goal of this project was to explore **graphical programming concepts**, implement **advanced rendering** techniques, and demonstrate proficiency in using the OpenGL API for real-time 3D graphics.

Distributed control system

Bachelor's degree

The project aims to create a control and **regulation system** for a pneumatic system using **Siemens** and **Mitsubishi** controllers, utilizing **MODBUS TCP** technology.

Robotic Arm - Moody

Developer

A small manipulator resembling a Kuka robot controlled by a web application through a phone, with the ability to execute sequences. The project integrated **C++**, **JavaScript**, and **MySQL** languages.
Additionally, there was a separate project involving the addition of control options in **LabView.**