

SAMIR ABU SAFIEH

GAME DEVELOPER & LEVEL
DESIGNER

CONTACT

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- Ruda Śląska, Poland

TECHNICAL SKILLS

- C/C++
- Python
- Unity 6
- Unreal Engine 4/5
- Blender
- SQL
- Version Control (Git/Perforce/SVN)
- Network Administration

LANGUAGES

- | | |
|---------|--------|
| Polish | Native |
| English | C1 |
| Spanish | A2 |

EDUCATION

Master's - Computer Science
Silesia University of Science • Game
Development
2024 - Present

Bachelor's - Automation & Robotics
Silesia University of Science • IT
2020 - 2024

CERTIFICATES

Cisco Networking Academy
IT Essentials

IT Technician
EE.12, EE.13, EE.14

Passionate Game Developer

LEVEL DESIGN • PROGRAMMING • QA TESTING

PROFILE

Master's in Computer Science (Game Development) with 6+ months professional experience. Passionate about interactive entertainment with active participation in game conferences and jams. Experienced in level design, QA testing, and AI research.

PROFESSIONAL EXPERIENCE

- Keywords Studios** May 2025 - Present
AI Researcher
Testing LLM models, **quality assurance**, training assistance and product development in **dynamic team environment**.
- PlaceHolders Studio** Jun 2024 - Present
Level Designer / Environment Artist
Indie studio **level designer creating levels from scratch, materials/shaders, 3D models in Blender, gameplay mechanics and scripts**. Projects showcased at international conferences. **Unity 6 development**.
- Carbon Studio S.A** Jun 2024 - Nov 2024
QA Tester / Level Designer
QA testing and level design for major projects. **Performance optimization:** LODs editing, triangle reduction, draw distances, mesh merging. **PS5 certification compliance. Version control:** TortoiseSVN, Perforce, Git.
- KSK Development** Jun 2023 - Nov 2023
Developer
C++ programming, assembly, and **testing** of IoT sensors for smart cities (humidity, parking, pedestrian sensors).

KEY PROJECTS

- Paper Blades**
Level Designer, Developer
 - Roguelike/RTS** game for ZTGK competition (2nd place, sponsor awards)
 - Feudal Japan setting** with **Origami art** style in Unity 3D
 - Designed and compose** the levels for the game
 - Scripted a semi-random levels**
- KNOT FUN**
Level Designer / Enviroment Artist
 - Wild West **swarm-style roguelike** with **4-player co-op**
 - Designed arena-levels, directed tutorial, created & modified 3D models**
 - Featured at Game Access Indie Showcase**, planing release on Steam
- LATROP**
Developer
 - 3D portal-based puzzle game in OpenGL**
 - Advanced rendering and real-time graphics
 - University project** demonstrating technical proficiency