

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

Source Control (Git/Perforce/SVN)

Network Administration

LANGUAGES

Polish	Native
English	C1
Spanish	A2

EDUCATION

Master's - Computer Science

Silesia University • Game Development

2024 - Present

Bachelor's - Automation & Robotics

Silesia University • 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

Jul 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