



SAMIR ABU SAFIEH

STUDENT

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 addition 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 **indie game studio** with close friends, driven by a shared passion for **creating 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**, 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** 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.

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)