

ADAM KHOURY

producer & game designer

AREAS OF EXPERTISE

- Working with Existing IPs
- Action gameplay
- Character progression
- Character design
- Environment design
- Level design
- Single player gameplay
- Team management
- Remote team Setup and management
- Concepting new IPs
- Character movement
- Camera design
- Free to play design
- Milestone planning
- Agile development
- Waterfall development
- Inter department communications

PROFESSIONAL ABILITIES

- Able to adapt to, understand and manage international teams
- Work in multiple languages simultaneously
- Confident working independently
- Confident design vision and visualising the end product.
- Proactive and passionate work ethic. I pride myself on being an approachable, positive and supportive team leader.
- Collaborating with other teams & individuals to produce exciting content.
- Excellent time management skills with the ability to plan, organise, and produce multiple projects.
- Working under high pressure conditions and dealing with tight deadlines.
- Positive attitude towards improving my own skills and learning new ones.
- Understanding the needs of the Company and project to ensure positive productivity.

LANGUAGES

- Spanish - Fluent
- Valenciano - Fluent
- Catalan - Fluent
- English - Fluent
- French - Beginner

REFERENCES

Available upon request

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SUMMARY

I am a passionate game producer with a strong background in game & level design, I have been working in the games industry since 2009 and for the past two years have been managing an international team on a big budget indie project. This has greatly expanded my confidence and knowledge as a manager, working with team members of different languages and time zones creates great opportunities to learn, problem solve, test and develop your skills, I am not shy of a challenge. As a manager I pride myself on being approachable and listening to team members to understand how they can work best as an individual as well as a team member, I feel this makes them happy, feel an asset to the team and therefore their output is greater.

In this role I have also gained much experience presenting to both the public and publishers at games conferences. I work well in high pressure situations, selling pitches and in front of an audience. Like I said, I like a challenge.

EMPLOYMENT

2015 - Present: Hero Blocks Aps - COO

Credited titles:

-Block Sport (unreleased title)

2012 - 2015: Square Fox Studio - Creative director

Developing multimedia, websites & advertising graphics for international clients.

2009 - 2012: TT Fusion - Game designer

Credited titles:

-Lego City Undercover (Wii U)

-Spy Hunter (3DS, PSV)

-Lego Batman (DS,3DS, PSV)

-Lego Star Wars III: The clone wars (3DS)

-Lego Rock band (Xbox 360, PS3, Wii)

-Lord of the rings (DS, PSP)

EDUCATION

2007 - 2010: BSc Computer and Video Games

First (Hons) Salford University

2006 - 2007: Hnd Graphic Design

Distinction Stockport College