

# ADAM KHOURY

Producer & Game Designer

 [www.adamkhourydesign.com](http://www.adamkhourydesign.com)

 [apkhoury@gmail.com](mailto:apkhoury@gmail.com)

 +34 615 688 067

## 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 managment
- 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.

## REFERENCES

Available upon request

## 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 three years have been managing an international team on a big budget indie project. This has greatly expanded my confidence and knowledge as a manager and a game producer, 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.

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.

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 part of a team,

I strongly believe that to have a strong and productive team you have to understand how all members of think and work.

## EMPLOYMENT

**2015 - Present:** Hero Blocks Aps - **Producer & Senior Designer**

**Credited titles:**

-Mad Machines

**2012 - 2015:** Square Fox Studio - **Founder**

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**