



THÉO EL KHOURY

GAME DESIGNER

Young student in 2nd year of Game Design, passionate about all kinds of video games. Determined to find a job in the Video Game Industry, I like to conceptualize but especially switch to the game engine to test my ideas. Qualified by others as extremely dedicated and hardworking, I am fully involved in ensuring the success of the projects on which I work.

CONTACT

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🖱️ | theo.khoury.fr

📍 | Paris (mobility and remote possible)

SKILLS

- Design Document Writing
- Unity C# Programming
- UnrealEngine BluePrint
- GitHub
- GSheet and Google Suite
- Photoshop
- PowerPoint and Canva
- Video Editing

LANGUAGES

- French (Native)
- English (Advanced)
- Spanish (Scolar)

ABOUT ME

- **Esports**
 - Versus Fighting and FPS Tournament Competitor
 - Commentator and Organizer
- **Speedrun**
 - World Records Holder
 - Runner for the charity marathon Speedons
- **Social Media**
 - Streaming Twitch and Youtube content.
- **Music**
 - Learning Ukulele and Piano

FORMATIONS

- **LISAA GAME/ANIM - Paris (75015)** SEPTEMBER 2024 - NOW
Game Design Bachelor
- **GENERAL HIGH SCHOOL - (Limours 91470)** JUNE 2024
Baccalaureate Maths & IT

PROFESSIONAL EXPERIENCES

- **BRAVE ESCAPE - RELEASE GAME** JANUARY - DECEMBER 2024
QA TESTER and TRANSLATER for Hit Start Studio
 - Work alongside designer to translate an entire game (UI, Dialogue, Story).
 - Led playtest sessions with detailed feedback on gameplay, clarity and LD.
 - Fluent English communication, written and spoken.
- **BREAD & FRED - RELEASE GAME** APRIL - MAY 2023
QA TESTER for SandCastles Studio
 - Led playtest sessions with detailed feedback on gameplay, clarity and LD.
 - Fluent English communication, written and spoken.

PROJECTS

- **SYNERGIE - BTA CO-OP** NOVEMBER 2025 - FEBRUARY 2026
GAME DESIGNER and PROGRAMMER
 - Conceptualize and Programme the concept, mechanics and UI.
 - First understanding of social design and multiplayer gamedev.
 - Learned a lot about team management.
- **COUCH UP! - 1ST YEAR FINAL PROJECT** APRIL - MAY 2025
GAME DESIGNER and PROGRAMMER
 - Conceptualize a game, including Core Concept, 3C and UI.
 - Programmed every mechanics, UI, animation, and system.
 - Adapted project scope to meet deadlines and handle unexpected delay and constraint.
- **NORTH REAVERS - CCG** OCTOBER - DECEMBER 2024
GAME DESIGNER
 - Conceptualize rules and mechanics adapted for physical support.
 - Set up a data table to list the cards and their statistics in order to balance them.
 - Finalization and production of cards in Photoshop