



# Khouzem Boussaid

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**Date of birth**: 22/11/1999 **Nationality**: Tunisian

## ABOUT ME

I am a hard-working, honest individual, always willing to learn new skills. I am friendly, and helpful, and have a good sense of humor. I am able to work independently in busy environments and also within a team setting. I am outgoing and tactful, and able to listen effectively when solving problems.

## PROJECTS

[ 25/12/2023 – Current ] **Project Sovrana**

A game where one must navigate the intricacies of information control while secretly uncovering the truth behind the regime's facade. Explore moral dilemmas, engage in covert activities, and shape the fate of Sovrana through your choices.

Technologies: Unity3D, Blender, Adobe Substance painter.

[ 20/12/2022 – 06/02/2023 ] **ALEMNI**

A VR experience allows kids to learn, discover, and interact with different situations in a safe and educational space.

Role: Gameplay programmer and level design and did some of the 3D objects.

Technology used: Unity Engine, C#, Blender.

**Link**: <https://github.com/khouzi/ar-vr-portfolio-project>

[ 01/02/2022 – 01/03/2022 ] **THE LOST KING**

Developed a 2D pixel, co-op game meant to showcase my skills in learning how to use Godot Engine in a short period of time and making the art from scratch. I was a gameplay programmer and did some of the sprites used.

The technology used: Godot engine, GDScript, pyxel.

**Link**: [https://github.com/khouzi/The\\_Lost\\_King#readme](https://github.com/khouzi/The_Lost_King#readme)

[ 2022 ] **Jumper**

A simple Platformer

[ 10/10/2021 – 13/12/2021 ] **SIMPLE SHELL**

Created our own command line interface program using C.

**Link**: [https://github.com/khouzi/simple\\_shell](https://github.com/khouzi/simple_shell)

## DIGITAL SKILLS

### Engines

Unity engine | Godot engine

### Programming Languages

C/C# | Python | GDScript

## **Git**

Github | Plastic SCM | Git, Git Hub, Git Desktop, Git Kraken

## **Other**

Adobe (Adobe Photoshop, Adobe Illustrator, Adobe | Blender

## **EDUCATION AND TRAINING**

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[ 07/06/2021 – 06/02/2023 ]

### **XR Developer**

**Holberton School** <https://www.holbertonschool.com/campuses/tunis>

**Address:** Lac 1, tunis, Tunisia

[ 14/09/2018 – 30/05/2021 ]

### **Technology of Transport and Logistics**

**Higher Institute of Transport and Logistics** <https://istls.rnu.tn/>

**Address:** hay riadh, sousse, Tunisia

## **LANGUAGE SKILLS**

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**Mother tongue(s):** Arabic

**Other language(s):**

### **English**

**LISTENING C1 READING C1 WRITING B2**

**SPOKEN PRODUCTION B2 SPOKEN INTERACTION B2**

### **French**

**LISTENING B2 READING B2 WRITING B1**

**SPOKEN PRODUCTION B1 SPOKEN INTERACTION B1**

*Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user*