



# Khouzem Boussaid

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📘 **Facebook**: <https://www.facebook.com/luffy.bsd>

**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.

## EDUCATION AND TRAINING

[ 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

## PROJECTS

[ 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

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### 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

## 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*