

# Youssef Khatib

## Technical Game Designer

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**Contact details:**

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073 - 975 20 28

**Portfolio:**

[youssefkhatib.com](http://youssefkhatib.com)

**Languages:**

Swedish ( native ), English and Arabic

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**Skills**

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**Professional level:** Creation Engine, Papyrus scripting (Skyrim), Unity (Editor), Photoshop, Stingray engine, Sublime, VScode.**Proficient:** C# scripting (Unity), Motionbuilder, Hansoft, Blender, 3DsMax, Modo, Zbrush, Illustrator, UE4 (Editor and Blueprint scripting)

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**Experience**

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**Arrowhead Games Studios / Game Designer**

2022 - Present

Responsible for the Behavior Design and Implementation of the Enemies in Helldivers 2. The role involves communicating the game's Gameplay AI needs with other discipline teams and game directors. Taking care of enemy Spawntables across factions and difficulty levels present in the game, Building and tuning their unit behavior patterns, and implementing their abilities to create a desirable synergy between different enemy units based on the relevant fantasy each unit and faction represents.

**Lordbound / Content and Technical Designer**

2018 - Present

Lordbound is a large-scale mod for The Elder Scrolls V: Skyrim. The mod adds a new region to the north of Skyrim built with a team consisting of 25+ members.

I am responsible for producing content in the form of items, armors, weapons, and spells. With this content, for example, new spells come with new mechanics that I code into the Creation Kit using Papyrus scripting engine to reach a fidelity that goes beyond mere number changes.

I often act as support to other quest and content designers, helping out in implementing designs that require higher levels of technical complexity with scripting and/or linking the magic system in the engine to quest systems to keep track of player activity over longer periods of time when using certain new features that the mod comes with.

**Nynas AB / Second/Third Line support technician**

April - October 2018,

Supporting Nynas employees working at Offices and Refineries, both locally and around the world. It involved resolving incidents through doing detective work required to find root causes of issues and writing technical guides for users and other support staff to help to resolve repeating issues more efficiently.

## **Ricoh / First-Line Support Technician**

May 2017 - April 2018,

Support business customers with their daily IT and printer problems through email and phone, issuing incidents to field technicians to resolve hardware-related issues where needed.

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## **Publications**

### [Examining the Essential building blocks of stealth gameplay](#)

2014

I condensed my bachelor thesis into a post that later got featured on Gamasutra's first page. This is a summary that discusses the relationship between the player character (i.e., avatar) and the artificial opponents she faces in these games and shows how tying them together forms stealth play.

This also led to a guest lecture at Uppsala University in the game design course. We were discussing the implications of stealth-centric design and the considerations that have to be taken in order to build viable stealth levels in games.

### [Examining the Essentials of Stealth Game Design](#)

2014

My full bachelor thesis paper looked into the inner workings of stealth-centric games to find out the essential components of these types of video games as well as better understand their history.

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## **Education**

### **Uppsala University / Masters** majoring in Convergent Media

2015 - 2017

Master thesis in Convergent Media, with a focus on Game Design, culminating in a further study of stealth-centric game design.

### **Uppsala University / Bachelor** majoring in Game Design

2009 - 2013

Graduated with diploma in Game Design as a major, and a minor in Graphics/Art, including the following subjects:

- Game Design, Level Design, MDA
- Effective Player Communication, Feedback
- Paper/Rapid Prototyping
- Production Management, SCRUM
- 2D and 3D art production