

# Yara Khoury

**Producer, Product & Team Leader**

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**History of releasing highly innovative and creative products** thanks to a deep understanding of and passion for the creative process

**Large scale production management**, with 8 years experience producing console/PC games that require 2+ years and distributed teams of 100-400 people

**Refined relationship-building skills** and experience creating collaborative environments, and building highly performing teams

## PROFESSIONAL EXPERIENCE

### Head of Games

Outpost Games, Aug 2016 – April 2018

Joined as Senior Producer, promoted rapidly to Head of Games after successfully leading the team to deliver an MVP that propelled SOS #3 on the Twitch charts, all driven by organic growth.

- Reported to the CEO and BOD made up of Benchmark, Time Warner and Youtube executives.
- Successfully delivered all milestones established with the board and CEO.
- Recruited, grew and managed a highly functioning Games Team organization and leadership.

### Producer

Visceral Games (Electronic Arts), 2010–2016

Joined as Assistant Producer, promoted rapidly to Associate, then Producer. I focused on product execution, and owned bigger chunks of the games' experience over time.

- Worked on 3 historic franchises (Dead Space, Battlefield, Star Wars), with 3 to 15+ million players, and shipped 4 games.
- Managed teams of engineers, designers and artists day to day to execute the vision and deliver large software pieces within schedule and with the highest quality standards.
- Identified gaps in the creative and production processes, and proactively solved them.
- Represented the company and products at major PR events.

## SKILLS

Product Strategy, Roadmap Planning, Backlog Management

Budget and P&L Management

Team Culture and Leadership

Cross Disciplinary Teams' Management (engineering, design, art, management)

Recruiting and Hiring

External Partners Relations and Negotiations

Production Planning and Management

Agile and Waterfall Methodologies

Large Scale Production Scheduling, Tracking and Reporting using Jira, Shotgun, Excel, Gsuite

## HIGHLIGHTS

Financial responsibility to \$10 million

Promoted from Sr. Producer to Head of Games within 10 mo. for demonstrating outstanding Leadership skills

**Recruited and hired 10 out of a 29 people team** at Outpost Games

Selected for the EA Producer Guild for **consistently producing the highest quality products within schedule**

Producer partner for top creative talent in the games industry such as Amy Hennig (BAFTA Lifetime Achievement award)

Gained a Green Card in the EB1 Category (Alien With Extraordinary Ability)

## EDUCATION

**MBA**, University of Cincinnati

**MSc in Management**, Audencia School of Management, France