

HOUZÉ RONAN

LEVEL DESIGNER - OPEN TO RELOCATION

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OBJECTIVE

After seven years of professional experience in theatre/urban lighting, I pursue my career in game development and more specifically on level design. I am currently enrolled at Asobo Studio, working on an unannounced narrative action adventure game.

PROFESSIONAL EXPERIENCE

- 2020 - Present **ASOBO STUDIO**
Level designer / Bordeaux, France
- User story & 2D layout creation in line with storytelling and game design
 - Collaborate with artists for the creation and iterations of 3D blockouts
 - Integration of gameplay bricks and storytelling (animation, events,...)
 - Tracking bugs and tasks related to its levels
- 2011 - 2018 **SYDELA**
Lighting designer / Nantes, France
- Define lighting intentions by creating synthesized documentation
 - Performing photometric studies and 3D infographics
 - Presenting project with decisions makers
- 2009 - 2011 **SOCOLEC**
Assistant lighting designer / Rennes, France
- Creating technical studies
- 2007 - 2009 **THEATER AND OPERA HOUSE**
Trainee in lighting technician / France
- Creating lighting design documents

SKILLS

- DESIGN**
- One page designs, system diagram
 - Mission design document
 - Level layout (simplified level geometry)
 - Lighting
- ENGINES/LEVEL EDITOR**
- Unity : pro builder, C# scripting
 - Unreal Engine : layout, blueprint
 - Radiant : level editor, scripting
- TOOLS**
- Office suite (Word, Excel, Powerpoint)
 - Adobe suite (In Design, Illustrator)
 - Perforce/GitHub
- SOFT SKILLS**
- Team work
 - Analytical thinking
 - Good listener, open to criticism

EDUCATION

- 2018 - 2020 **MASTER'S DEGREE IN GAME & LEVEL DESIGN**
Cnam - Enjmin / Angoulême, France
- Combination of academic courses and technical workshops
 - Design techniques introduced through speakers from various studios
- 2009 - 2010 **BACHELOR'S DEGREE IN LIGHTING DESIGN**
Jean Moulin Lyon III University / Lyon, France
- Architecture, urbanism, sense of composition and photography
- 2007 - 2009 **GRADUATE IN THEATER LIGHTING DESIGN**
Gabriel Guist'Hau High School / Nantes, France
- 2005 - 2006 **LITERARY HIGH SCHOOL DIPLOMA**
Saint Charles High School / Saint Brieuc, France

LANGUAGES

- French : native
- English : B2 level
- Spanish : basic
- German : basic

INTERESTS

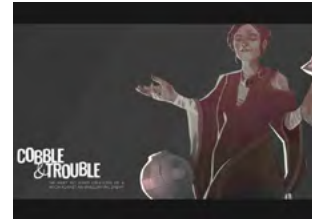
- Video & board games
- Architecture & urbanism
- Ultra trail running
- Singer-songwriter (3 studio albums)
Tout le monde en parle playlist TV show

October 2020

WITCH'S QUARREL (12 PEOPLE TEAM PROJECT)

The player is a witch whose goal is to protect a forge against minions by transforming items into golems as a means of defence
A 4 month vertical slice project for the 2nd year at enjmin

- Determined the vision and intentions of the battle area
- Flow chart, strategic options diagram, mission goals
- Design layout for flow, scale, composition, pacing, environmental hazards
- Scripted waves of A.I, events, spawn points, audio
- Composition, shape language, color choices, leading lines



August 2019

HUNTING LODGE (INDIVIDUAL PROJECT)

The player is an agile thief in a hostile world. He has to use his equipment and the environment to be successful
A 2 month level made with the DarkMod (Radiant level editor)

- Determined the vision and intentions of the level
- Creating the look, feel, and narrative of environment
- Design layout for flow, scale, cover, sightlines, pacing, encounters
- Building and placing props, particles, and lighting
- Scripted AI, buildings, items, and events



March 2019

ARCHITECT (6 PEOPLE TEAM PROJECT)

A puzzle VR game in which you embody a student in architecture whose goal is to bring out a silhouette of your constructions
A 3 month team project for the 1st year at Enjmin

- Determined the vision and intentions of the team for the game
- Design and documentation of the game mechanics
- Level layout in Unity : build the scenery, set up the assets' location and scripts
- Technical document of the game progression and the overall level design
- Work with the UX/UI designer to create a clear UI for VR experience



November 2018

THE GATE (INDIVIDUAL PROJECT)

A space station stops responding. Investigate, try to find survivors and leave the station
A 1 month level made with the Doom Builder editor

- Determined the vision and intentions of the level
- Creating the look, feel, and narrative of environment
- Design layout for flow, scale, cover, sightlines, pacing, encounters
- Building and placing props and lighting
- Scripted AI, buildings, items, traps, and events

