

# 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 A Plague Tale 2 : Requiem, the sequel to the award-winning A plague Tale : Innocence. Right now I am looking forward to joining a team in order to develop a new thrilling project.

### PROFESSIONAL EXPERIENCE

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

### SKILLS

- DESIGN**
- Mission design document
  - Level layout (simplified level geometry)
  - Scripting type LUA
  - One page designs, system diagram
- ENGINES/LEVEL EDITOR**
- Unity : pro builder, C#
  - Unreal Engine : layout, blueprint
  - Radiant : level editor, scripting
- TOOLS**
- Office suite (Word, Excel, Powerpoint)
  - Adobe suite (In Design, Illustrator)
  - Perforce/Azure DevOps
- 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 Briec, 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)

On Going

**A PLAGUE TALE 2 : REQUIEM (PROFESSIONAL PROJECT)**  
**Follow Amicia and her brother Hugo, as they do whatever it takes to survive a brutal, uncaring world**  
**A 70 people team project**

- 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



August 2019

**RESEARCH (INDIVIDUAL PROJECT)**  
**What is the effect of lighting design process on game aesthetics and its influence on the gaming experience ?**  
**A 3 month Master's thesis**

- Determined the basic nature of light and its use in other fine art discipline
- Establish the link between vision and emotion
- Static and Real time lighting rendering
- Carry out a detailed study of lighting design in video game
- Develop a level prototype in order to apply lighting design pattern on it



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 Enjinm**

- 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



December 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 doom builder**

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

