

HOUZÉ RONAN

LEVEL DESIGNER - OPEN TO RELOCATION

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OBJECTIVE

After nine 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 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)

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 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



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

