

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. After two years at Asobo Studio, working on A Plague Tale 2: Requiem. I'm currently enrolled at SloClap working on Sifu's post launch content. Right now I am looking forward to joining a team in order to develop a new thrilling project.

PROFESSIONAL EXPERIENCE

- 2022 - Present **SLOCLAP**
Level designer/ Paris, France
- Creation and iteration of several arena : from block out to finalization
 - Coordinate other tradesperson that work on the arena
 - Collaborate with the lead to contribute ideas towards game design
 - Contribute ideas for situations and tools to facilitate work in level design
 - Maintain and balance the flow, difficulty and guidance of the arenas
 - Tracking bugs and tasks related to its arenas
- 2020 - 2022 **ASOBO STUDIO**
Junior Level designer/ Bordeaux, France
- User story 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
 - 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

SKILLS

- DESIGN**
- User Story creation
 - Level layout (simplified level geometry)
 - Written and nodal scripting
 - One page designs, system diagram
- ENGINES/LEVEL EDITOR**
- Unreal Engine : blueprint, edition
 - Unity : pro builder, C#
 - Radiant : level editor, scripting
- SOFTWARE**
- Blender (level layout creation)
 - Sketchup (level layout creation)
 - Adobe suite (Illustrator, In Design)
 - Office suite (Word, Excel, Powerpoint)
- SOFT SKILLS**
- Team work
 - Analytical thinking
 - Good listener, open to criticism
 - Love of learning

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

SIFU : POST LAUNCH CONTENT

Set in modern-day China, a child of a martial arts school's sifu seeks revenge on those responsible for their father's death
A 50 people team project

- Creation and iteration of several arena : from block out to finalization
- Coordinate other tradesperson that work on the arena
- Collaborate with the lead to contribute ideas towards game design
- Contribute ideas for situations and tools to facilitate work in level design



2020 - 2022

A PLAGUE TALE 2 : REQUIEM

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 (STUDENT 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
- 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 (STUDENT 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
- 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 (STUDENT PROJECT)

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

- Determined the vision and intentions of the team for the game
- Level layout in Unity : build the scenery, set up the assets' location
- 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

