



RONAN HOUZÉ

Level Designer



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I'm a level Designer with six years in game development. I shipped A Plague Tale: Requiem at Asobo and Sifu at Slocap, where I currently lead a team of four on an unannounced project. Before games, I spent nine years designing light for theatre and urban architecture.

EXPERIENCE

2024 - PRESENT

SLOCLAP - Paris, France

Associate Lead Level Designer - Curiosity (unannounced)

- **Manage a team of 4 Level Designers**, overseeing workload distribution, individual growth, and day-to-day production priorities
- **Build the pipeline that turns creative direction into playable locations** — user story briefs, flowcharts, and location templates
- **Guide the team through iterative reviews** — assigning scope, giving feedback, and validating designs at each sprint
- **Define and maintain the golden rules of creation** — establishing shared standards, design principles, and production guidelines

2022 - 2024

SLOCLAP - Paris, France

Level Designer - Sifu post-launch content

- **Lead the full production cycle of multiple arenas**, from initial blackout to final polish and ship-ready delivery
- **Coordinate and act as point of contact** for cross-discipline contributors working within assigned arenas, ensuring alignment on scope
- **Partner with the Lead Level Designer** to ideate and refine gameplay mechanics, spatial narratives, and moment-to-moment experience
- **Prototype editor tools and design frameworks** — production processes that cut iteration time across the level design team

2020 - 2022

ASOBO - Bordeaux, France

Level Designer - A Plague Tale: Requiem

- **Full level ownership** from initial conception through design iterations to final delivery
- **3D blackout collaboration with artists**, iterating on spatial layout and environment design
- **Gameplay & storytelling integration** — implementing gameplay bricks, animations, events, and narrative moments into levels

2009 - 2018

Theater & Architecture studios - Nantes, France

Lighting Designer

- **Translating creative direction** into cohesive visual experiences across live and large-scale urban environments

EDUCATION

2018-2020 | CNAM ENJMIN - Fr

MASTER'S DEGREE IN GAME & LEVEL DESIGN

Combination of academic courses and technical workshops

2009-2010 | Lyon 3 University - Fr

BACHELOR'S DEGREE IN LIGHTING DESIGN

Architecture, urbanism, sense of composition and photography

2007-2009 | Gabriel Guist'Hau - Fr

GRADUATE IN THEATER LIGHTING DESIGN

Stage Lighting, Composition and visual storytelling, dramaturgy, color theory

SOFTWARE

- **Unreal Engine** (blueprint, level editing)
- **Blender** (3D modeling and level layout)
- **Jira** (backlog management)

MODDING

- Goliath — Half-Life 2 singleplayer mod
- The Dark Mod
- Doom Builder

LANGUAGES

- French - native
- English - Professional working proficiency

INTERESTS

- Video Game Modding
- Ultra Trail Running
- Songwriting (3 studio albums released)