



GUILLAUME FAGUET

Junior Producer & Designer - Available now - Open to relocation

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BIO

Driven by my passion for video game creation, my main ambitions is to **help unique project visions to manifest**. I'm interested in all studio sizes, **from indie to AAA**, as each one brings different challenges and opportunities to my job. I have a **background in game and graphic design**, which allows me to understand my teams' work challenges and specifications while working in multi-background teams.

EXPERIENCES

PROJECT ASSISTANT

JUL. 2019-DEC. 2019
([link here](#))

GHOST RECON BREAKPOINT UBISOFT MONTPELLIER

AAA Online tactical shooter involving more than 1000 developers. I worked in the **Raid (high-end pve content)** producing team. I managed production **meetings**, and tracked **tasks and bugs resolution** with the devs, artists and designers. I was here for the closing and launch of the project.

PRODUCER GAME DESIGNER NARRATIVE DESIGNER

MAY 2018- JUN. 2019
([link here](#))

NOTHING IN SIGHT - SCHOOL PROJECT RUBIKA SUPINFOGAME

GDC-IGF finalist / Ping Award nominee
A Narrative management game about the life in trenches during WW1. I was **producer** of the project, and worked on the **game, narrative and sound design**.

ASSISTANT PRODUCER

JUN. 2018 - SEP. 2018
([link here](#))

HOLOLENS PROJECTS
REALCAST (UBISOFT PARTNER)
Realcast uses VR & AR to create cultural interactive experiences. I worked on game and narrative **design documents**, tracked the development and bugs resolution and managed **the external workers** of the team.

EDUCATION

RUBIKA SUPINFOGAME
2016-2019

MASTER'S DEGREE : GAME DIRECTOR
GAME DESIGN & MANAGEMENT
Game and level design, management, sound design, economy, narrative design.

IUT BÉZIERS
2015-2016

TECHNOLOGICAL DEGREE :
MULTIMEDIA & INTERNET
VFX, programing, algorithmics, graphic design. Involved in student council.

SKILLS

PUBLIC SPEAKING

TEAM MANAGEMENT

- MEETINGS LEADING & REPORTS
- CONFLICT MANAGEMENT
- STAFFING

NARRATIVE DESIGN

GAME DESIGN

PROJECT MANAGEMENT :

- TASK BREAKDOWN & TRACKING
- ROADMAPS

AGILE METHODOLOGY:

- SCRUM
- KANBAN

SOUND DESIGN

SOFTWARE



JIRA



ADOBE
SUITE



POWER
POINT



EXCEL



SOURCE
CONTROL



UNITY



UNREAL
ENGINE



HTML, CSS
PHP, C#

LANGUAGES

ENGLISH

TOEIC: C1 - 100%
Full professional proficiency

FRENCH

Native language

SPANISH

Basics

INTERESTS

- Making lo-fi beats with FL Studio
- Jamming with friends (guitar, bass, piano)
- Portishead, Stupeflip, Black Sabbath
- Playing Call of Cthulhu Pen & Paper RPG
- Taking care of my cat : Aiko
- The Last of Us, Baldur's Gate, Darkest Dungeon
- Baudelaire, Houellebecq, Lovecraft