



# GUILLAUME FAGUET

## NARRATIVE DESIGNER

Driven by my passion for video game creation, my main ambition is to help unique project visions to manifest. I'm interested in all studio sizes, from indie to AAA. I have a background in design and management which allows me to understand my coworkers' challenges and specifications.

## EDUCATION

**MASTER'S DEGREE :**  
**GAME DIRECTOR GAME DESIGN & MANAGEMENT**  
2016 - 2019 | RUBIKA Supinfogame (Valenciennes)

**TECHNOLOGICAL DEGREE :**  
**MULTIMEDIA & INTERNET**  
2015 - 2016 | Montpellier University (Béziers)

## SKILLS

- **Narrative Design**
- **Game Writing**
- Documentation
- Public Speaking
- Team & Project Management
- Game Design

## SOFTWARE

- Office Suite
- Adobe Suite
- JIRA
- Unreal Engine 4, Unity
- Dialogue Editors

## EXPERIENCE

2020 **SLOCLAP - SIFU**  
NOW **NARRATIVE DESIGNER**  
(50 people, PC - PS4 - PS5)



- Cutscenes
- AI reactions, dialogues
- Narrative coherence
- World building
- Overall story
- Character backgrounds

2019 **UBISOFT MONTPELLIER - GHOST RECON**  
**PROJECT ASSISTANT**  
(1000 people, PC - PS4 - XBOX ONE - STADIA)

- Meetings, reviews
- Closing negotiations
- Bugs and task tracking
- Plannings
- Presentations

2018 **RUBIKA - NOTHING IN SIGHT**  
2019 **GAME & NARRATIVE DESIGNER / PRODUCER**  
(7 people, PC - GRADUATION PROJECT)

- Narrative design, writing
- Game design, system design
- Sound design
- Project and team management

## INTERESTS

- Tabletop RPG (DnD, Call of Cthulhu)
- Music (Rap, Classical, Trip hop, Pop, Rock)
- Games (Narrative, RPG, MMO, Strategy)
- Poetry (Baudelaire, De Musset, Lovecraft)
- My Cat (Aiko!)

## LANGUAGES

- French - Native language
- English - Proficient
- Spanish - Basics