



GUILLAUME FAGUET

NARRATIVE DESIGNER

My aspirations include bringing to life unique project visions as well as making unforgettable experiences for players. I have a multitude of skills (narrative design, game design, management) that help me to understand the full weight of my coworkers' daily challenges in the workplace.

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

2022 **FREELANCE NARRATIVE DESIGNER**
• DONTNOD - Unannounced Project

2020 **SLOCLAP - SIFU**
2021 **NARRATIVE DESIGNER**
(PC - PS4 - PS5)

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

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

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

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

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

INTERESTS

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

LANGUAGES

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