www.guillaumefaguet.fr +33 607 353 127 **guillaume.faguet@outlook.com**

GUILLAUME FAGUET

NARRATIVE DESIGNER

My aspirations include bringing to life **unique universes** as well as crafting **unforgettable characters** 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..

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 (Systems & Content)**
- **Dialogue Writing**
- **Lore Writing**
- **Recordings**
- Documentation
- Game Design
- Public Speaking
- Team & Project Management

SOFTWARE

- Dialogue Editors
- Office Suite
- Adobe Suite
- JIRA
- Unreal Engine 4 & 5
- Unity 3D
- Source Control

EXPERIENCE

NOW **DON'T NOD - UNANNOUNCED PROJECT**
2022 NARRATIVE DESIGNER

2022 **DON'T NOD - BANISHERS**
NARRATIVE DESIGNER

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

- Cutscenes writing
- Character backgrounds
- NPC dialogues, barks
- Story's plot
- Narrative coherence
- World building

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

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

2019 **RUBIKA - NOTHING IN SIGHT**
2018 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, Lo-fi, Pop, Rock)
- Games (Narrative, RPG, MMO, Strategy, Action)
- Reading (Baudelaire, Lovecraft, Eluard)
- Photography (Portraits, Analog)

LANGUAGES

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