



GUILLAUME FAGUET

NARRATIVE DESIGNER

I am passionate about creating captivating worlds and developing memorable characters that engage players. With a background in narrative design, game design, and management, I have gained a comprehensive understanding of my colleagues' daily challenges and can effectively contribute to their success.

EDUCATION

MASTER'S DEGREE :
GAME DIRECTOR, GAME DESIGN & MANAGEMENT

2016 - 2019 | RUBIKA Supinfo game (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
- UNITY 3D
- SOURCE CONTROL

EXPERIENCE

2023 **DON'T NOD - UNANNOUNCED PROJECT**
NARRATIVE DESIGNER

TEAM: 3 NARRA. DESIGNERS + 1 WRITER

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

TEAM: 6 NARRA. DESIGNERS + 1 WRITER

- Quest Design, writing
- Dialogue writing
- Dialogue system design

2021 **SLOCLAP - SIFU**
2020 NARRATIVE DESIGNER

TEAM: 1 NARRA. DESIGNER + 1 WRITER

- Cutscenes writing
- Character backgrounds
- NPC dialogues, barks
- Story + World building

2019 **UBISOFT - GHOST RECON BREAKPOINT**
PROJECT ASSISTANT

INTERNSHIP

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

2019 **RUBIKA - NOTHING IN SIGHT**

2018 GAME & NARRATIVE DESIGNER / PRODUCER
GRADUATION PROJECT

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

INTERESTS

- MUSIC: Classical, Rap, Jazz, Rock, Electronic
- GAMES: Narrative, RPG, Strategy, Action
- POETRY: Baudelaire, Eluard, de Musset, Verlaine
- PHOTO: Portraits, Analog
- CINEMA: Coppola, Kurosawa, Leone

LANGUAGES

- FRENCH - Native language
- ENGLISH - Proficient
- SPANISH - Basics