



# GUILLAUME FAGUET

## NARRATIVE DESIGN WRITING

I am passionate about creating captivating worlds and developing memorable characters that engage players.

## 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**
- **VOICEOVER SESSIONS**
- DOCUMENTATION
- GAME DESIGN
- PUBLIC SPEAKING
- TEAM & PROJECT MANAGEMENT

## SOFTWARE

- **DIALOGUE TOOLS**
- **OFFICE SUITE**
- **ADOBE SUITE**
- CONFLUENCE / JIRA
- UNREAL ENGINE
- UNITY 3D
- SOURCE CONTROL

## EXPERIENCE

NOW **QUANTIC DREAM - STAR WARS ECLIPSE**  
2024 **GAME NARRATIVE DESIGNER**

TEAM: 4 NARRA. DESIGNERS + 2 WRITERS

- Script analysis
- Narrative flow prototyping
- New game design features
- Game lore, content and map

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

TEAM: 3 NARRA. DESIGNERS + 1 WRITER

- Story, dialogues
- Recordings

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

TEAM: 6 NARRA. DESIGNERS + 1 WRITER

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

2021 **SLOCLAP - SIFU**

2020 **NARRATIVE DESIGNER**

TEAM: 1 NARRA. DESIGNER + 1 WRITER

- Cutscenes, characters & dialogues
- Story & World building
- Recordings

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

INTERNSHIP

- Meetings, reviews
- Project closing, plannings
- Bugs and task tracking

## INTERESTS

- **MUSIC:** Portishead, Chopin, Radiohead, The Strokes
- **GAMES:** Baldur's Gate, The Last of Us, Disco Elysium, Firewatch, Dark Souls, Warcraft, Civilization
- **READING:** Baudelaire, Tolkien, Camus, Lovecraft
- **CINEMA:** The Good the Bad and the Ugly, The Godfather, 7 Samurai, Dune, Lord of the Rings

## LANGUAGES

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