

GUILLAUME FAGUET

NARRATIVE & GAME DESIGN



CONTACT

- ✉ guillaume.faguet@outlook.com
- 📍 linkedin.com/in/gfaguet
- 🌐 guillaumefaguet.fr
- ☎ +33-607353127

SKILLS

- Narrative Design
- Game Design
- Dialogue & Lore Writing
- Documentation
- Game Analysis
- Voiceover Sessions
- Team & Project Management
- Public Speaking

SOFTWARE

- Unreal Engine & Unity
- Full Adobe Suite
- Confluence & Jira
- Dialogue Tools
- Figma, Miro
- Office Suite
- Source Control

LANGUAGES

- French (Native)
- English (Fluent)
- Spanish (Basics)

INTERESTS

- **MUSIC:** Portishead, Chopin, Radiohead, The Strokes
- **GAMES:** Baldur's Gate, Disco Elysium, The Last of Us
- **READING:** Baudelaire, Tolkien, Camus, Lovecraft
- **CINEMA:** Villeneuve, Kurosawa, Fincher, Leone, Nolan, Dupieux

PROFILE

With **6+ years of experience**, I thrive in creative and innovative environments. Bringing immersive game worlds and memorable characters to life, I collaborate with teams to craft engaging experiences. My passion for storytelling and growth drives my dedication to creating compelling games.

WORK EXPERIENCE

- **QUANTIC DREAM - STAR WARS ECLIPSE** 2024 - NOW
Game Narrative Designer
 - Prototyping and iterating narrative-driven gameplay scenes
 - Ensuring Star Wars canon alignment and integration with owned lore
 - Driving ownership of core game systems and features
 - Developing world lore, narrative content, and map design
- **DON'T NOD - APHELION, BANISHERS** 2022 - 2023
Narrative Designer
 - Designing and writing quests from outlines to dialogue drafts
 - Iterating narrative content with level designers on pacing
 - Implementing dialogues in Don't Nod's proprietary tools
 - Supporting recording sessions with documentation and actor guidance
 - Ensuring narrative coherence and consistency across all content
 - Defining bark systems and creating content with writers
- **SLOCLAP - SIFU** 2020 - 2021
Narrative Designer
 - Working with Creative Director and writer across all narrative aspects
 - Iterating cutscenes from scripts to storyboards until final production
 - Defining bark systems and creating content with writers
 - Building world lore and drafting level playthroughs
 - Integrating branching dialogues with design teams
 - Supporting voice recording sessions with context and tone direction
 - Developing character backstories and ensuring narrative coherence

EDUCATION

- **RUBIKA SUPINFOGAME** 2016 - 2019
 - **MASTER'S DEGREE : Game Design & Management**
- **MONTPELLIER UNIVERSITY** 2014 - 2016
 - **TECHNOLOGICAL DEGREE:** Multimedia & Internet