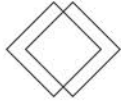


GUILLAUME FAGUET

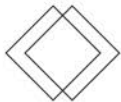
GAME DESIGN

Hello ! I'm looking for an internship from July to September 2018. My main fields are Game Design, Level Design, and Narrative Design.



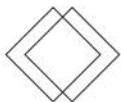
ABOUT

- Located in France (Valenciennes)
- Open to relocation
- French (native)
- English (fluent), Spanish (basics)



CONTACT ME

- L.** [linkedin.com/in/gfaguet](https://www.linkedin.com/in/gfaguet)
- M.** guillaume.faguet@outlook.com
- T.** +33 607 353 127
- W.** www.guillaumefaguet.fr



PERSONAL SKILLS

- Storytelling & Writing
- Web Design, Graphic Design, Motion Design
- Sampling and Music Producing



INTERESTS



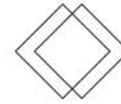
Tabletop
RPG



Storytelling

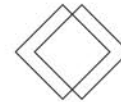


Music
(listening & producing)



EDUCATION

- **MASTER'S DEGREE : GAME DESIGN & MANAGEMENT RUBIKA SUPINFOGAME** / 2016 - 2019
Studying game design, level design, management, sound design, game economy, and storytelling. Working with Unreal Engine and Unity. Involved in several team projects (available on my website).
- **MULTIMEDIA AND INTERNET TECHNICAL DEGREE IUT DE BEZIERS** / 2015 - 2016
Learned web programming, algorithmics, computer graphics and visual effects. Involved a lot in student council.



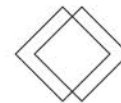
EXPERIENCES

INTERNSHIPS

- **PITCHLAB** - (APR-JUN, 2016)
Worked with Adobe InDesign to produce user guides, and developed back-end php features for the pitchlab features.
- **CABAREY COMMUNICATION** - (DEC 2011)
Worked with Adobe Illustrator (for web), discovered the field for my first degree.

PROJECTS

- **SCHOOL PROJECTS** (2015 - NOW)
UNREAL ENGINE & UNITY PROJECTS
(AVAILABLE ON GUILLAUMEFAGUET.FR)
- **GAME JAMS** (2016 - NOW)
LUDUM DARE 39 & PRIVATE JAMS
(AVAILABLE ON BOORDAF.ITCH.IO)



PROFESSIONAL SKILLS

Familiar

Best skills

Unity (C#)
Sound Design
FL Studio
Audacity

Unreal Engine
& Visual Scripting
Game Design
Level Design
Project
Management
Agile Methodology

Team
Management
Adobe Suite
Office Suite
Narration

