



QUENTIN GUIGNARD

SOFTWARE ENGINEER / GAME DEVELOPER

CONTACT

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- Yverdon-les-Bains, Switzerland
- Swiss - 27.11.1997

PORTFOLIO

Interactive links

- Website
- Play CV Game
- Intro Video

EDUCATION

2021-2024 ETH Zurich

- Master in Computer Science

2017-2021 EPFL

- Bachelor in Computer Science

SKILLS

- Unity and C#
- Gameplay, UI, VFX, tooling
- Roblox, TypeScript, Horizon Worlds
- LLMs, AI agents, Stable Diffusion
- Python, Jupyter Notebook
- Git, performance profiling

LANGUAGES

- French (Native)
- English (Fluent)
- German (Basics)
- Russian (Basics)

ABOUT ME

I'm a game developer with experience in Unity, UI systems, VFX integration and gameplay features for desktop, mobile and VR projects. At OZWE Games, I worked on Meta Horizon projects, AI-assisted tools, NoesisGUI interfaces and PopcornFX effects. I also build personal games and visual experiments, including a playable CV and interactive prototypes.

WORK EXPERIENCE

OZWE Games

2024 - 2026

Software Developer & Technical Artist

- Created and integrated VFX using PopcornFX.
- Implemented UI systems in NoesisGUI and CSS-like styling workflows.
- Worked on Meta Horizon projects.
- Built AI-assisted tools and prototypes using LLMs, agents and image generation pipelines.
- Developed AI agent skills for code and game generation.
- Developed gameplay features for desktop, mobile & VR experiences.
- Led UI technical development and coordinated implementation with artists.
- Attended Meta Horizon Summit 2026 in London with OZWE Games.

OZWE Games Internship

June - August 2023

Junior Software Developer & Technical Artist

- Implemented gameplay features and debugging tools.
- Created and integrated VFX using PopcornFX.
- Supported QA testing and iteration for VR experiences.

EPFL, Scala Center

2020 - 2023

Teaching Assistant

EPFL, Digital Humanities Laboratory

Spring 2020

Teaching Assistant

SELECTED PROJECTS

Master Thesis

Prototyped an LLM-based reflection pipeline that updates NPC preferences and influences character behavior based on each NPC's personality, goals and context.

CV Game

Playable Unity WebGL CV featuring paintball mechanics and intro videos.

VFX Experiments

Personal visual experiments focused on particles and artistic presentation