



QUENTIN GUIGNARD

SOFTWARE ENGINEER

CONTACT

- +41 78 647 00 28
- quentin.guignard@outlook.com
- Yverdon-les-Bains, Switzerland
- Swiss - 27.11.1997

PORTFOLIO



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my Website

EDUCATION

- 2021-2024 ETH Zurich
 - Master in Computer Science
- 2017-2021 EPFL
 - Bachelor in Computer Science

SKILLS

- Unity and C#
- Tooling and automation
- VR, mobile and desktop
- LLMs, AI agents, Stable Diffusion
- Python, Jupyter Notebook
- Optimization and C++
- Git, performance profiling
- UI/UX

LANGUAGES

- French (Native)
- English (Professional)
- German (Basic)

ABOUT ME

Software engineer with experience in C#, C++, TypeScript, Unity, UI systems, real-time applications and AI-assisted tools. I iterate rapidly and build technical solutions, gameplay systems and interactive prototypes for desktop, mobile and VR.

WORK EXPERIENCE

OZWE Games

June 2024 - July 2026

Software Engineer

- Developed gameplay features in TypeScript and C# for desktop, mobile and VR experiences.
- Investigated, debugged and optimized gameplay systems and real-time VFX performance.
- Created custom Unity Editor tools to help artists build and configure gameplay related content.
- Built AI-assisted tools and prototypes using LLMs, AI agents and image-generation pipelines in Python and Unity.
- Implemented UI systems using NoesisGUI and CSS-like styling.
- Developed Unity UI systems using UI Builder and Canvas based workflows.

OZWE Games Internship

June - August 2023

Junior Software Engineer

- Implemented gameplay features and internal debugging tools.
- Created data visualizations for performance traces using Python and Seaborn.
- Performed gameplay and UI/UX QA testing in VR.

EPFL, Scala Center

2020 - 2023

Teaching Assistant

EPFL, Digital Humanities Laboratory

Spring 2020

Teaching Assistant

SELECTED PROJECTS

↗ Master's 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.

↗ Knockback Arena

Personal Roblox game where you knock players off the map.