

Raphael Michelle Guillemot

BASc(Design+) and BEng(Computer Science) at The University of Hong Kong (HKU) 2020-2024

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Skills 3D Game Development, Agile Methodology, Game Programming, GitHub, Scrum Software Development, Team Management, Unity3D, Unreal Engine 5, Godot

Programming Languages: C#, C++, Python, Java, HTML5, CSS3, Javascript, JQuery, React.js, Next.js, React Native, Firebase, Three.js, Solidity

Job Experience **Gamucatex / Software Developer / JUN 2023 - JUL 2023**
Gamucatex aims to create a platform for critical thought about history through their video game titled *Tectonicus*, which allows players to expand their understanding and nurture an interest in future historical investigation.

- Contributed to the full-stack development of the game for two months, through rigorous **agile** project management and development, with a highly flexible team of developers.
- Within a month, developed a build of the game from unit development to the game's **publication to itch.io** with two developers for the 2023 Roskilde Festival, the largest music and arts festival in Northern Europe. Including two new features: an Energy-Saving button, and game codes to obtain exclusive cards.
- Expanded on the game's existing **cards ability system**, including three architecture-changing features.
- Encouraged and strengthened department **collaboration** between developers, game designers, and UX/UI designers. This led to a strong action plan to significantly improve the game's UX/UI and task delegation between departments.

Hong Kong Baptist University / Junior Research Assistant / NOV 2021 - JUL 2023

Collaborated with an Assistant professor from the Department of English Language and Literature to deliver an 1800 Cosmopolitan Educational website.

- Conducted supporting **research** on famous literature and icons in the 18-1900s.
- Ideated and designed the **UX/UI wireframe** and program an informative yet visually appealing **React.js** website.

PLACE ARCHT / Technical Consultant and Web Application Developer / MAY 2021 - JUL 2021

PLACE ARCHT Studio is a collaboration of experienced professionals passionate about placemaking to develop future-proof and sustainable urban cities.

- Turned PLACE ARCHT's wireframes into a website using JQuery in less than two months .
- The website was displayed on a **touchscreen monitor**, allowing prospective customers to explore the **VR** space.

Leadership Experience	<hr/> <p>AIESEC in HK / Manager of Branding and Marketing in Website & UX/UI / MAY 2022 - JUN 2023</p> <p>AIESEC is a youth-led, non-profit organization. Existing in over 120 countries and territories, they activate youth leadership through volunteer and internship exchanges.</p> <ul style="list-style-type: none"> • Developed responsive and animated webpages under aiesec.hk using WordPress & Elementor • Tracked analytics and generated weekly insights during campaign periods. • Counselling UX/UI designs and campaign strategies with six university chapters. <p>Sphere / Co-founder, Head of Design and Tech / DEC 2020 - DEC 2021</p> <p>Sphere aspires to be a popular chatting app that aims to build friendships through an algorithm that studies and matches personality, sense of humor, and interests between communities, starting with 100+ university students in Hong Kong.</p> <ul style="list-style-type: none"> • Oversee and contribute to the full-stack development of the app from ideation to working prototype with other product managers using React Native and Firebase.
Training & Courses	<hr/> <p>HKU Summer Institute / Unity Dreamscape Design and Interaction / JUL 2020</p> <p>First Code Academy / Coding and Web Development courses / 2017 - 2019</p> <p>HKU Summer Institute / Critical Thinking / JUL 2018</p> <p>The Hong Kong Design Institute / Creative Multimedia Illustration Certificate Program (Advanced) / 2017</p>
Languages	<hr/> <p>English (Native), French (Advanced), Mandarin (Beginner)</p>