

Raphaelle Michelle Guillemot

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Profile

I'm a versatile creative experimenter with a computer science background. My specialty is C# and C++ Programming, but I love to learn and experiment with other tools.

I'm eager to contribute my skills to the game development industry, and I am actively seeking an internship or junior position that values creativity and fosters continuous learning.

Skills

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

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

Professional Experience

Gamucatex

06/2023 – 07/2023

Software Developer (C#, Unity)

Gamucatex is developing Tectonicus, a video game that promotes critical thinking about history.

- Contributed to the game's full-stack development for two months in an **agile** project management.
- Within a month, I worked on a build of the game with two developers for the 2023 Roskilde Festival, adding an Energy-Saving button and game codes to obtain exclusive cards.
- Expanded on the game's cards ability system by including three **architecture-changing features**.
- Encouraged **department collaboration** between developers, game designers, and UX/UI designers, leading to an action plan to improve the game's UX/UI and task delegation.

PLACE ARCHT

05/2021 – 07/2021

Technical Consultant and Web Application Developer

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**.

Hong Kong Baptist University

11/2021 – 07/2023

Junior Research Assistant

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 of an informative yet visually appealing **React.js** website.

Leadership Experience

AIESEC in Hong Kong

05/2022 – 06/2023

Manager of Branding and Marketing in Website & UX/UI

AIESEC is a youth-led, non-profit organization. Existing in over 120 countries and territories, they activate youth leadership through volunteer and internship exchanges.

- 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**.

Sphere

12/2020 – 12/2021

Co-founder, Head of Design and Tech

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.

- 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.

Education

Bachelors of Arts and Science in Design+

08/2020 – 06/2024

The University of Hong Kong

Bachelors of Engineering in Computer Science

08/2020 – 06/2024

The University of Hong Kong

Exchange Semester

08/2023 – 01/2024

Uppsala University

Introduction to Level Design - Pass with Distinction

Clean Code and API Design - Pass with Distinction

Courses

Unity Dreamscape Design and Interaction

07/2020

HKU Summer Institute

Coding and Web Development courses

2017 – 2019

First Code Academy

Critical Thinking

07/2018

HKU Summer Institute

Creative Multimedia Illustration Certificate Program (Advanced)

2017

The Hong Kong Design Institute

Languages

English • French • Mandarin