Raphaele Michelle Guillemot

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🪪 Profile

Game Developer inspired to create something new.

Solid foundation in Unity and C#, and a strong interest in code optimization and HLSL graphics programming. I have strong collaboration and leadership skills, with a history of working with cross-functional teams and co-founding a startup.

Looking forward to working on a game title with strong world-building and RPG elements based in the UK, Canada, or Sweden.

🧩 Skills

C# | Unity   ● ● ● ● ○

HLSL   ● ● ● ○ ○

Game Development   ● ● ● ● ○
Agile Project Management, Code Architecture, Refactoring and Optimization, Documentation

Experimentation, Technical Consulting, Management, Cross-functional team collaboration, Analytics

C++   ● ● ● ● ○

Web Development   ● ● ● ● ●
React.js / Next.js, React Native, Elementor

🌐 Languages

English   ●   French   ●   Mandarin

🎙 Leadership Experience

Sphere, *Co-founder, Head of Design and Tech*   12/2020 – 12/2021
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.

💼 Professional Experience

Press Start Academy, *Game Developer (C#, Unity)*   02/2024 – present
Press Start Academy is a ground-breaking edtech startup reimagining learning through play and games.
- Managed and developed a comprehensive **Visual Novel** with another developer within a month, taking any file representing a curriculum and turning it into a standalone Unity game.
- Within a team of four, designed a **content-heavy history game** within three months to complement the IB curriculum to engage students learning.

Gamucatex, *Gameplay Programmer (C#, Unity)* 06/2023 – 07/2023

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

- Contributed to the game's full-stack development for two months in an **agile** project management.
- Worked on a build of the game with two developers for the 2023 Roskilde Festival within a month.
- Expanded on the game's cards ability system by including three **architecture-changing features**.
- Encouraged **department collaboration** between developers, game designers, and UXUI designers, leading to an action plan to improve the game's UXUI and task delegation.

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**
- Worked with the Social Media Manager to boost CTR to **55%** using **analytics** and **SEO Optimization**
- Counselled UX/UI designs and campaign strategies with **six university chapters**.

PLACE ARCHT, 05/2021 – 07/2021

Technical Consultant and Web Application Developer

PLACE ARCHT Studio is 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, *Junior Research Assistant* 11/2021 – 07/2023

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

🎓 Education

BASc Design+ and BEng Computer Science, *The University of Hong Kong*

Modules taken: 3D Modelling and Scripting, C++, Data Structures and Algorithms, OOP, Computer Graphics, Game Programming, Databases, Software engineering, AI

Exchange Semester at Uppsala University: Pass with Distinction in "Introduction to Level Design" and "Clean Code and API Design"

📚 Courses

Coding and Web Development courses, *First Code Academy* 2017 – 2019

Critical Thinking, *HKU Summer Institute* 07/2018

Creative Multimedia Illustration Certificate Program 2017
(Advanced), *The Hong Kong Design Institute*