

# Raphael Michelle Guillemot

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

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From the world of fine art to computer programming. I'm motivated to use my talent to make a difference in the world through a multitude of artistic mediums, particularly in the fascinating world of game development. At the University of Hong Kong, where I am currently pursuing a bachelor's degree in design and computer science, I have extensive experience in web development, UXUI, and team collaboration in a variety of industries, and I'm looking to make my debut with a prominent global game development studio to contribute and grow.

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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

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**Job Experience** **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.

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**Internship** **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 UXUI designers. This led to a strong action plan to significantly improve the game's UXUI and task delegation between departments.

Leadership Experience	<hr/> <p><b>AIESEC in HK</b> / Manager of Branding and Marketing in Website &amp; 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"> <li>• Developed responsive and animated webpages under aiesec.hk using WordPress &amp; Elementor</li> <li>• Tracked analytics and generated weekly insights during campaign periods.</li> <li>• Counselling UX/UI designs and campaign strategies with six university chapters.</li> </ul> <p><b>Sphere</b> / 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"> <li>• 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.</li> </ul>
Training & Courses	<hr/> <p><b>HKU Summer Institute</b> / Unity Dreamscape Design and Interaction / JUL 2020</p> <p><b>First Code Academy</b> / Coding and Web Development courses / 2017 - 2019</p> <p><b>HKU Summer Institute</b> / Critical Thinking / JUL 2018</p> <p><b>The Hong Kong Design Institute</b> / Creative Multimedia Illustration Certificate Program (Advanced) / 2017</p>
Languages	<hr/> <p>English (Native), French (Advanced), Mandarin (Beginner)</p>