Raphaele Michelle Guillemot

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🪪 Profile

Solid foundation in C++, React.js, and Unity, with a strong interest in code optimization and 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 creative and innovative technical projects in Hong Kong.

🧩 Skills

C++ ● ● ● ● ○

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

C# | Unity ● ● ● ● ○

Game Development ● ● ● ● ○

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

Agile Project Management, Code Architecture, Refactoring and Optimization, Documentation

🌐 Languages

English (Native) • French (Fluent) • Cantonese (Basic) • Mandarin (Basic)

🎤 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 – 08/2024

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*
Second Class (Division I) Honours and Dean's Honours.

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

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

Critical Thinking, *HKU Summer Institute*   07/2018