

Geoff Goeres-Hill

Software Engineer & Systems Generalist | Full-Stack, AI-Assisted Tooling, and Game/Simulation Systems

Available for full-time, contract, and consulting opportunities

Software engineer with 10+ years shipping production systems across AAA games, enterprise applications, and self-built full-stack/AI products. Fluent across C#, C++, .NET, React, and Python, and fast to learn new stacks.

PERSONAL

Irvine, CA, USA
(949) 630-7695

geoff.goeres@gmail.com

Portfolio:

geoffgoeres.com/portfolio

LinkedIn:

linkedin.com/in/geoffrey-goeres-hill/

SKILLS

Programming Languages:

C#, C++, C, Java, Rust, Python,
TypeScript/JavaScript, SQL,
PowerShell, HTML, CSS, YAML

Technologies:

Unity 3D, Unreal Engine, .NET, React,
Node.js, Azure, AWS, GCP, Docker,
Git, Perforce, CI/CD, REST APIs,
Agile/Scrum

Miscellaneous:

AR/VR, UI/UX, Machine Learning,
AI/LLM Tooling, Networking,
Self-Hosted Infrastructure,
Cybersecurity, Prototyping,
Debugging, QA/Testing

CERTIFICATIONS



Azure Developer Associate
2025



AWS Cloud Practitioner
2021



Unity Certified Developer
2018

EDUCATION

A.A-T, Computer Science
Irvine Valley College

EXPERIENCE

Software Consultant

Dark Matt3r Studios, LLC | Jan 2016 - Present

- Delivered 15+ software products across web, mobile, AR, and simulation for education, healthcare, and enterprise clients.
- Built a lead-generation platform and a full department operating budget for a recycling-industry engagement (Python, React), pairing software delivery with financial planning.
- Building CapitalOS, a full-stack financial platform (.NET 10, React/Tauri, native Android, custom AI agent framework).
- Shipped Nutrify, an Android nutrition-tracking app (React Native/Expo, Node.js/Fastify), including its release pipeline and self-hosted backend.

Senior Unity Software Engineer

Foresight Sports | Nov 2022 - Apr 2024

- Led gameplay systems for FSX Play, a real-time golf simulation (Unity 3D, C#).
- Built in-editor tools that cut animation integration time 30% and sped up iteration.
- Mentored 3 junior engineers, raising code quality standards across international teams.

Software Engineer III, Pipeline & Tools

Turn 10 Studios | Xbox | Microsoft | Mar 2022 - Oct 2023

- Built and maintained asset pipelines and tools for Forza Horizon 5, Forza Motorsport, and Fable (C++, C#).
- Cut asset workflow time 20% across large-scale production environments.

Senior Unity Software Engineer

AiR Everywhere | Feb 2019 - Mar 2022

- Built real-time AR/VR training and mobile apps (Unity, C#, AWS) for enterprise clients, and served as project manager: running dev cycles, mentoring engineers, and hardening Git/CI-CD for cross-platform deployment.

Lead Unity Software Engineer

Vrainiac | Apr 2018 - Feb 2019

- Led development and launch of 4 AR/VR titles (HeliHunter, GunslingAR, MicroInvadAR, Born to the Sky) across iOS and Android, with analytics and monitoring via Unity Analytics and Sentry.

Director of Systems Development

Martial Arts Financial Services | May 2011 - May 2016

- Built Martial Billing, a web-based academy management platform used by 100+ businesses (15%+ client revenue increase), while owning its IT systems administration and server management.