

# GEOFF GOERES-HILL

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Portfolio: <https://www.geoffgoeres.com/portfolio>

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## SUMMARY

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Professional game programmer and software engineer with 6+ years of experience in Unity, C#, and gameplay programming. I am an extremely motivated problem solver with a helpful attitude, strong attention to detail, and a HUGE passion for programming, developing, and of course playing video games!

## SKILLS & ABILITIES

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- Unity Certified Developer with 6+ years of experience in Unity
- Programming Languages: C#/.NET, Python, SQL
- Unity Gameplay Programming and Development
- Virtual Reality and Augmented Reality
- Artificial Intelligence, Navigation, and Pathfinding
- Player Input Controls, User Interface, and Audio Programming
- Cinematics, Graphics, Lighting, and Rendering
- Core Engine, Systems, and Tools
- Debugging, Profiling, and Performance Optimization
- Visual Studio, Amazon Web Services, and GIT Source Control

## EMPLOYMENT HISTORY

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### **DARKMATT3R STUDIOS | ImagiTech Entertainment**

January 2016 – Present

Owner | Principal Game Programmer – Unity & Unreal

*Star Dust* (Unity) <https://geoffgoeres.com/portfolio/star-dust/>

*Pixel Ninjas* (Unity) <https://geoffgoeres.com/portfolio/pixel-ninjas/>

- Provide freelance game programming and software development services such as generalist programming, prototyping, iteration, polishing, and tools programming
- Created several custom tools that will soon be published to game development asset stores
- Prototyped and programmed over 30+ game ideas for clients with Unity and Unreal Editors

### **Vrainiac Inc.**

April 2018 – November 2018

Lead Unity Software Engineer (Contract)

*Helihunter* (Unity) <https://geoffgoeres.com/portfolio/helihunter/>

*Born to the Sky* (Unity) <https://geoffgoeres.com/portfolio/born-to-the-sky/>

- Generalist programming for core features and logic including but not limited to AI, animation, audio, cinematics, engine, gameplay, graphics, input, lighting, physics, rendering, systems, tools, UI, testing, debugging, and performance
- Responsible for creating and maintaining the development schedule and pipelines
- Released 2 free-to-play projects, mobile AR game *Helihunter* and VR game *Born to the Sky*

### **Martial Arts Financial Services | D. Nakagawa C.P.A.**

May 2011 – May 2016

Director of Systems Development | Director of Operations | IT System Administrator

*Martial Billing* (SaaS - .NET) <https://geoffgoeres.com/portfolio/martial-billing/>

- Designed and programmed a turnkey cloud software as a service that increased client's revenue by 10%
- Produced all the software design documentation, concepts, manuals, and tutorial videos
- Oversaw daily operations, delegated responsibilities, and managed a team of 5 employees
- Consulted over 100+ businesses and clients in operations, marketing, and accounting

### **Custom Graphics, LLC**

August 2004 – January 2008

Owner | Principal Graphic Designer

- Designed and produced 5000+ custom graphic designs, logos, storefront graphics, t-shirts, and other marketing materials
- Consulted over 500+ businesses and individual clients in graphic design and marketing
- Managed a team of 2 employees

## INDIE GAME DEVELOPMENT

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### Geoff Goeres-Hill

March 2012 – Present

#### Game Developer

**Super Jetman** – Published on Google Play – <https://geoffgoeres.com/portfolio/super-jetman/>

- 2D action-adventure game built in Unity
- Explore caves on distant planets to find artifacts and make it back to Earth safely!

**Gauntlet** - <https://geoffgoeres.com/portfolio/gauntlet/>

- 3D mobile action-adventure RPG game built in Unity.
- Defeat epic enemies and bosses in a classic medieval theme.

**Zombies Text Adventure** - <https://geoffgoeres.com/portfolio/zombies-text-adventure/>

- 2D interactive, choices matter game built in Unity
- Can you escape the zombie apocalypse?

**Brick Break Down** - <https://geoffgoeres.com/portfolio/brick-break-down/>

**Brick Break Down Mobile** - <https://geoffgoeres.com/portfolio/brick-break-down-mobile/>

- A 2D block-breaking game built in Unity
- Destroy bricks and get power-ups to reach the high score!

**Heavy Steel** - <https://geoffgoeres.com/portfolio/heavy-steel/>

- 3D tank fighting game built in Unreal Engine
- Fight head-to-head in all-out tank war!

## EDUCATION & CERTIFICATION

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### Unity Certification

March 2018

- Unity Certified Developer

### Udemy Academy

2012 – On-going

- Unity Game Programming and Development
- Unreal Engine Game Programming and Development

### Irvine Valley College

2008 – 2011 & On-going

- Associate's Degree
- Computer Science