

Geoffrey Goeres-Hill

Passionate software engineer with a proven track record in C# / .NET, Unity 3D, and cloud services. Drawing from extensive experience in game development and strong leadership skills, I aspire to collaborate with dynamic professionals to architect clean, scalable code, deliver impactful solutions, foster talent growth, and drive innovation in a collaborative, growth-oriented environment.

PERSONAL

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

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<https://www.linkedin.com/in/geoffrey-goeres-hill/>

SKILLS

C# / .NET	Unity3D	Cloud
iOS / Android	AR / VR	UI / UX
Multiplayer Networking	Tools	Audio
Project Management	Source Control	CI / CD

EDUCATION

Irvine Valley College
2008 — 2011
Associate's Degree in Computer Science

Online Education
Pluralsight | SkillShare
| Udemy | LinkedIn

CERTIFICATIONS

 **AWS Certified Cloud Practitioner**
2021

 **Unity Certified Developer**
2018

WORK EXPERIENCE

Senior Unity Software Engineer

Foresight Sports | Vista Outdoor | Revelyst
November 2022 — Current

- Drive the evolution of real-time golf data analysis and visualization using C# and Unity 3D to deliver cutting-edge features, optimize performance, and elevate the user experience.

Software Engineer III - Pipeline (Contract)

Turn 10 Studios | Xbox | Microsoft
March 2022 — October 2023

- Developed and maintained cloud infrastructure, CI/CD, and automation using C#, YAML, and PowerShell, helping ensure seamless delivery of Forza products on PC and Xbox.
- Led cross-team collaboration, modernizing content pipelines, minimizing production bottlenecks, and reducing build times by over 20% to enhance overall studio efficiency.
- Provided essential pipeline help desk support, efficiently triaging and resolving critical pipeline and build issues to ensure smooth studio operation.

Owner | Unity Software Engineer (Contract)

Dark Matt3r Studios LLC
January 2016 - Current

Provide tailored C#, Unity, and software development services, delivering customized solutions that consistently exceed client expectations. Key projects include:

- **EduPal Portal & Robot:** Voice-powered education hub (C#/Unity 3D) for iOS/Android, for fostering children's mental and emotional health through engaging activities.
- **PEAK Teleportal:** Virtual telehealth care system (C#/HTML) for web, offering coaching, on-demand resources, and live video chat for personalized healthcare.
- **AI Virtual Mirror:** AI emotion detection (C#/Unity 3D) for iOS/Android, providing actionable insights into child development through character facial analysis.

Senior Unity Software Engineer | Project Manager

AiR Everywhere
February 2019 — March 2022

- Led the development of real-time location-based AR experiences (C#/Unity 3D) for iOS, Android, and Web platforms.
- Designed frontend gameplay systems, AR integrations, location services, UI, audio, and development tools, contributing to a more immersive user experience.
- Managed project development cycles, implemented source control best practices to streamline CI/CD integrations, and mentored junior team members to foster their growth.

Lead Unity Software Engineer

Vrainiac
April 2018 — February 2019

- Developed and launched four free-to-play game projects (C#/Unity 3D): AR games HeliHunter, GunslingAR, MicroInvadAR for iOS/Android and VR game Born to the Sky.
- Programmed core gameplay features, covering camera rig, player input, UI, racer AI, animations, multiplayer networking, audio, and performance optimization.