Geoffrey Goeres-Hill

PERSONAL

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Portfolio:
https://geoffgoeres.com/portfolio

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

SKILLS

Programming Languages:
C, C++, C#, .NET, Python, Rust, Java, HTML, CSS, YAML, SQL, PowerShell

Technologies:
Unreal Engine, Unity 3D, Azure, AWS, GCP, REST APIs, CI/CD, Git, Agile

Miscellaneous:
AR/VR, UI/UX, AI, Machine Learning, Multiplayer, Tools, Cross–Platform, Prototyping, Machine Learning, Audio, QA Testing/Debugging

Soft Skills:
Communication, Time Management, Critical Thinking, Teamwork, Problem–Solving, Attention to detail, Creativity, Organization, Leadership

CERTIFICATIONS

AWS Certified Cloud Practitioner
2021

Unity Certified Developer
2018

EDUCATION

Irvine Valley College
A.A., Computer Science – In Progress

Online Education
Pluralsight | SkillShare | Udemy

EXPERIENCE

Dark Matt3r Studios
Owner | Software Engineer (Contract)
January 2016 - Current

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

• **EduPal Portal & Robot:** Voice-powered education hub (C#/Unity) for iOS/Android, built for fostering children's mental and emotional health through engaging game activities.
• **Martial Billing:** A turnkey web-based business management software (C#/HTML) for martial arts studios for managing accounting, tuition, attendance, billing, and reports.
• **PEAK Teleportal:** Virtual telehealth web portal (C#/HTML) offering coaching, on-demand resources, live video chat for personalized healthcare.
• **AI Virtual Mirror:** AI emotion detection (C#/Unity) for iOS/Android, providing actionable insights into child development through character facial analysis.

Foresight Sports
Senior Unity Software Engineer
November 2022 — April 2024

• Developed real-time golf data analysis and visualization features for the **FSX Play** software (C#/Unity) while improving performance optimizations and user engagement.

• Engineered cross-team features and editor tools, including the swing camera integration, to enhance user experiences with player movement visualizations and analysis.

Turn 10 Studios | Xbox | Microsoft
Software Engineer III - Pipeline (Contract)
March 2022 — October 2023

• Developed and maintained cloud infrastructure, CI/CD integrations, and project automation (C#, YAML, and PowerShell) to ensure seamless delivery of titles including **Forza Horizon 5**, **Forza Motorsport**, and the upcoming **Fable 4** for PC and Xbox platforms.

• 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 for the studio, efficiently triaging and resolving critical pipeline and build issues, ensuring smoother studio operations.

AiR Everywhere
Senior Unity Software Engineer | Project Manager
February 2019 — March 2022

• Programmed real-time location-based AR experiences (C#/Unity) for iOS, Android, and Web platforms, including gameplay systems, AR integrations, and UI/UX.

• Managed project development cycles, implemented source control best practices to streamline CI/CD integrations, and mentored junior team members to foster their growth.

Vrainiac
Lead Unity Software Engineer
April 2018 — February 2019

• Developed and launched four free-to-play game projects (C#/Unity): AR games **HeliHunter**, **GunslingAR**, **MicroInvadAR** for iOS/Android and VR game **Born to the Sky**.

• Programmed core gameplay features including but not limited to the camera rig, input, UI, AI, animations, multiplayer networking, audio, and performance optimization.