

Geoff Goeres-Hill

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

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

Miscellaneous:
AR/VR, UI/UX, Multiplayer, Tools, AI, Machine Learning, Cross-Platform, Prototyping, Audio, QA, Test/Debug

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

CERTIFICATIONS

 **Azure Developer Associate**
2025

 **AWS Cloud Practitioner**
2021

 **Unity Certified Developer**
2018

EDUCATION

Irvine Valley College
A.A., Computer Science

University of California, Irvine
B.A., Computer Science - In Progress

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.