

Garrett Goodwin

Software Engineer | Unity Developer | Gameplay Programmer

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[Portfolio](#) | [GitHub](#) | [LinkedIn](#)

PROFESSIONAL SUMMARY

Software engineer and Unity developer with experience in aircraft-data visualization, mixed reality, and independent games. Builds C# gameplay systems and editor tools, with a focus on data-driven design, debugging, and performance optimization.

TECHNICAL SKILLS

Languages: C#, C++, Python, Java

Unity and Platforms: Unity 2D/3D, URP, ScriptableObjects, Photon PUN 2, Microsoft HoloLens

Engineering and Tools: Object-oriented design, debugging, performance optimization, Git, Visual Studio

EXPERIENCE

Independent Game Developer | ReapKeep

Jan 2025 - Present

Solo project | Unity, C#, 2D URP | In development for Steam

- Design and develop a 2D roguelike, building modular weapons, items, progression, saves, and UI with C# and ScriptableObjects.
- Replaced enemy collision responses with code-driven separation and knockback; combined object pooling and spawn caps to manage crowded combat encounters.
- Built an XP system that merges pickups at a population cap and moves offscreen XP toward the player, supporting collection while limiting active objects.
- Created Unity editor tools for CSV import/export, asset generation, content audits, and stable-ID migrations to support content development.
- Built repeatable automated gameplay runs with CSV telemetry for frame rate, enemy counts, damage, and progression to investigate performance and balance.

Research Intern | Georgia Tech Research Institute

Jun 2023 - Dec 2024

Arizona | Unity and Microsoft HoloLens

- Developed Unity features that replayed recorded aircraft data as interactive visualizations on desktop and Microsoft HoloLens.
- Resolved rendering, performance, and usability issues across platforms through team reviews, testing, and troubleshooting within mixed-reality device constraints.

SELECTED PROJECTS

Upturn | Unity, C#, Photon PUN 2

2022 - 2023

- Developed a multiplayer first-person shooter using Photon PUN 2, applying remote procedure calls (RPCs) and Photon audio tools while building weapons and gameplay features.

Light in the Dark | Unity, C#

2021 - 2022

- Built a 2D wave shooter with custom enemy AI and a weapon upgrade system, combining enemy behavior and player progression across escalating encounters.

EDUCATION

Arizona State University

Dec 2024

Bachelor of Science in Computer Science | GPA: 3.78