KYLE GIAMMARCO

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TECHNICAL SKILLS

Languages: C#, Swift/SwiftUI, SQL, TypeScript, Python, Java, HLSL/GLSL shader programming
Unity/Game Dev: Unity 6 (URP/HDRP, Addressables, Cinemachine, Timeline), AR Foundation, Niantic Lightship ARDK, SteamVR/Oculus, Performance profiling, Custom editor tools
Full-Stack: ASP.NET Core, Blazor WebAssembly, Azure Functions, CosmosDB, GraphQL (custom Unity implementation), REST APIs
Cloud/DevOps: Azure (B2C, Static Web Apps, Maps, App Service), AWS, GitHub Actions, Azure DevOps, Docker, CI/CD automation, Unity Cloud Services
Mobile: iOS/Android native plugin development, App Store/Google Play deployment, Unity Cloud Build, TestFlight

EXPERIENCE

Hồ-Ly Software - Founder / Lead Developer (2025–Present, Remote)

Established a sole proprietorship specializing in contract software development and the creation of high-quality native applications for the Apple ecosystem.

- **Contract Development:** Providing full-stack software and web development services, including Unity cross-platform migrations and custom business solutions for diverse clients.
- **Product Suite:** Architected, developed, and deployed a suite of design-focused macOS, iOS, and watchOS applications using Swift/SwiftUI:
  - IssuePad: A comprehensive project management tool featuring Kanban boards, unified global calendars, and advanced task management (subtasks, dependencies, time estimates) with iCloud synchronization.
  - QRCodeSmith: A pro-grade QR code designer with rich customization, vector export capabilities (SVG, PDF, PNG), and Apple Watch integration.
  - PalettePad & PlainPad: Specialized productivity tools for professional color management (ASE/CSS/JSON export) and distraction-free writing.
- **Game Dev Tools:** Designing and implementing custom Unity editor extensions and tools to streamline game development workflows for independent creators.

EXAR Studios — Technical Lead / Software Developer (2021–2025, Remote)

Led full-stack development of commercial AR apps serving users across North America. Architected Unity mobile applications with Azure serverless backend and multi-tenant Blazor B2B administration portals.

Cultured (formerly EngageArt) - AR sound tour platform (iOS/Android, Canada/US)

App Development:

- Built Unity-based AR mobile application with 9K+ downloads and 3.8-4.2★ app store ratings
- Implemented AR Foundation features including location-based interactive experiences and audio tours
- Optimized performance for diverse mobile hardware while maintaining a consistent user experience

Web Platform:

- Developed Azure serverless backend (Functions + CosmosDB) for content management and analytics
- Built multi-tenant Blazor WebAssembly administration portals with Azure B2C authentication
- Implemented role-based authorization system enabling tourism partners to manage their own content
- Established automated CI/CD pipeline with GitHub Actions for shared models and backend services

MarineXR - Educational AR app for marine biology learning

- AR learning experiences using AR Foundation with tap-to-place, surface detection, and occlusion
- Cross-platform deployment (iOS/Android) with performance optimization

Additional Projects: MarineVR (SteamVR), NDA Unity cross-platform migration project

Technical Leadership:

- Led Swift/Kotlin → Unity migration, reducing codebase maintenance overhead by 40%

- Architected serverless backend (Azure Functions + CosmosDB) optimized for cost-efficiency
- Mentored developers on Unity architecture and C# best practices; established workflow processes and documentation for remote collaboration

PERSONAL PROJECTS

ShadeSmear Themes - IDE and terminal color theme collection; published with 17K+ downloads

Personal Website - Blazor WebAssembly portfolio with static generation, Tailwind CSS, CI/CD

Open Source - Unity tools, C# libraries, and development workflow improvements on GitHub

EDUCATION

B.Sc., Game Programming — Brock University • First-Class Honours

Relevant Coursework: Computer Graphics, AI, Data Structures, Software Engineering, Game Development

Advanced Diploma, Game Design — Niagara College

Focus: Game Development, Interactive Media, Project Management