

# Austin Poberezhnik

AUSTINYPWORK@GMAIL.COM | (916) 893-3429 | Portland, OR

[linkedin.com/in/austin-pober](https://www.linkedin.com/in/austin-pober) | [austin-io.github.io/portfolio](https://austin-io.github.io/portfolio) | [github.com/austin-io](https://github.com/austin-io)

## Summary

Action and team-oriented Software Engineer creating live service games, VR games and simulations. Strong proficiency with 3D Mathematics, Linear Algebra, and Physics Systems. Striving for more creative opportunities and projects.

## Work Experience

### Demiurge Studios

Oct 2023 - Present

Software Engineer I

Remote

- Created various features in the hit mobile game [Marvel SNAP](#).
- Developed the game's Custom Cards feature, offering players more cosmetic options to be bought or rewarded. Increased the revenue of cosmetic items by 30%.
- Improved the Battle Pass System to now offer Super Premium with new exclusive cosmetics and instant rewards. Increased gold spending from 25% to 32%.

### Elara Systems Inc.

Jan 2022 - Sep 2023

XR Developer

Gold River, CA

- Challenged to build a complex Virtual Reality Surgical Simulator, with a big focus on Soft-Body Physics interactions.
- Largely focused on developing a Phacoemulsification and Capsulorhexis simulation using 3D haptic pens to interact with physical tools and organs.
- The application, known as [Fidelis](#), has been showcased by [Alcon](#) at several conventions such as [ASCRS](#), and has sold hundreds of units worldwide.

### SCC Makerspace

Feb 2021 - Jan 2022

VR Developer and IA

Sacramento, CA

- Hired to create a Virtual Reality Application based on the SCC Makerspace, complete with lessons and interactive visualizations.
- Collaborated with a team to build a custom Action System to drive each lesson, allowing for reusable interactions and components.
- New lessons simplified the orientation process for students, and helped them engage with future VR opportunities provided on campus.

### Accenture

Apr 2020 - Dec 2020

Full Stack Developer

Gold River, CA

## Education

### Sacramento City College

May 2020

Associate Degree of Computer Science

Sacramento, CA

## Skills

**Languages:** C, C++, C#, Javascript, Python, Lua

**Tools:** Unity Engine, Unreal Engine, Git, GitHub, Perforce

**Concepts:** Physics, Simulations, 3D Math / Linear Algebra