Austin Poberezhnik

AUSTINYPWORK@GMAIL.COM | (916) 893-3429 | Sacramento, CA |
linkedin.com/in/austin-pober | austin-io.github.io/portfolio | github.com/austin-io

Summary

Action and team-oriented Software Developer with three years of experience creating VR games and simulations. Strong proficiency with 3D Mathematics, Linear Algebra, and Physics Systems. Striving for more creative opportunities and projects.

Work Experience

Elara Systems Inc. — *Jan 2022 - Present*

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*

- Tasked with rebuilding the CalSAWS online management website, with the goal of improving database query speed and modernizing design.
- Implemented new government services and forms.
- Wrote database queries, updated website forms and UI.

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*