

Contact

www.linkedin.com/in/victor-berk-77a051a0 (LinkedIn)

Top Skills

OpenGL

C++

Game Development

Victor Berk

Graphics Engineer. AI, spatial geometry, and shader guru.
United States

Experience

Self-employed

Indie Game Dev

January 2025 - Present (1 year 9 months)

Playable Worlds

Senior Rendering Engineer

January 2023 - January 2025 (2 years 1 month)

United States

Stageverse

Technical Engineer

March 2021 - January 2023 (1 year 11 months)

Head technical engineer for the company's avatar system. Completed one of the world's first deployed Unity solutions that use AI.

Buck

Shader Artist at Buck Design LLC

October 2017 - January 2021 (3 years 4 months)

Engineered dozens of official Instagram filters. Countless VR and Android projects for various clients; Apple, Netflix, and Google.

Frontline Safety

Multimedia Specialist

January 2016 - March 2017 (1 year 3 months)

La Verne

Cal Poly Pomona

Animator

2014 - 2014 (less than a year)

Education

California State Polytechnic University-Pomona

Bachelor's degree, Computer Science · (2012 - 2017)

