



OLEG LOSHKIN :

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SWITZERLAND, GENEVA

JUNIOR GAME PROGRAMMER :

PROACTIVE AND SELF-RELIANT JUNIOR GAME PROGRAMMER WITH A
KEEN INTEREST IN GAME AUDIO.

EDUCATION :

2021-2022 : BACHELOR OF SCIENCE, FIRST-CLASS WITH HONORS,
MIDDLESEX UNIVERSITY

BACHELOR THESIS: "MEASURING THE IMPACT OF REAL-TIME BINAURAL
SOUND SPATIALIZATION ON SOUND LOCALIZATION"

PROJECT LEAD FOR A CROSS-DISCIPLINARY, 8 MONTH LONG STUDENT GAME
PROJECT THAT INVOLVED 32 PEOPLE.

2018-2021 : SAE GAMES PROGRAMMING DIPLOMA, SAE INSTITUTE
OF GENEVA

2017-2018 : PREPARATORY YEAR IN ILLUSTRATION, ÉMILE COHL

2017 : SWISS FEDERAL MATURITY WITH ECONOMY AND LOCAL
HISTORY OPTION, SCHWEIZERISCHE MATURITÄTSKOMMISSION

TECHNICAL SKILLS :

C/C++, UNREAL ENGINE, CMAKE, GIT, WWISE

SOFT SKILLS :

STRONG WORK ETHIC, EAGER TO HELP, STRONG INITIATIVE

LANGUAGES :

FRENCH: NATIVE, RUSSIAN: NATIVE, ENGLISH: C2



[/LoshkinOleg](https://github.com/LoshkinOleg)



loshkinoleg.github.io



[/in/oleg-loshkin](https://in/oleg-loshkin)