



**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, 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, VCPKG

**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](https://loshkinoleg.github.io)



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