



OLEG LOSHKIN :
LOSHKIN.OLEG.95@GMAIL.COM
+41 75 413 48 98
SWITZERLAND, GENEVA

JUNIOR GAMES AUDIO PROGRAMMER :
PROACTIVE AND SELF-RELIANT JUNIOR AUDIO GAME PROGRAMMER
ASPIRING TO INTEGRATE THE NEW EXCITING TECHNOLOGIES OF
REAL-TIME SOUND RENDERING INTO GAMES.

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

INTERESTS :

REAL-TIME SOUND REVERBERATION SIMULATION, HISTORICAL C02
FIREARM REPLICAS



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



loshkinoleg.github.io



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