

OLEG LOSHKIN



CONTACTS:

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<https://loshkinoleg.github.io/>

SKILLS:

Programming: C/C++, Unreal Engine

CI software: Github, Perforce

LANGUAGES:

French (native)

Russian (native)

English (C2)

HOBBIES:

Car repairs and sunday driving

WHO I AM:

I am a well-organized and detail-oriented gameplay programmer with close to two years of experience. Conscientious yet pragmatic, I thrive when my work allows my teammates to bring their creative ideas to life.

EXPERIENCE:

GAMEPLAY PROGRAMMER

Siro Games sàrl, Geneva, Switzerland

2022 - Current

Joining Siro Games one and a half years into the development of [Wéko: The Mask Gatherer](#), I assumed the role of principal programmer. Over the following one and a half years, I not only implemented requested features but also took on the responsibility for the game's stability—a role in which I was successful.

EDUCATION:

BACHELOR OF SCIENCE, FIRST-CLASS WITH HONORS, MIDDLESEX UNIVERSITY

SAE Institute of Geneva, Geneva, Switzerland

Bachelor thesis : *Measuring the Impact of Real-Time Binaural Sound Spatialization on Sound Localization*. I have also assumed the role of project lead for a student project of 32 people in total spanning 8 months.

SWISS FEDERAL MATURITY

École Bénédict, Geneva, Switzerland

REFERENCES:

SIMON DA SILVA, CEO OF SIRO GAMES sàrl

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