



## **OLEG LOSHKIN:**

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SWITZERLAND, GENEVA

## **JUNIOR GAMES 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 ISSUED BY THE MIDDLESEX  
UNIVERSITY OF LONDON

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 ISSUED BY THE  
SAE INSTITUTE OF GENEVA

2017-2018: PREPARATORY YEAR AT ÉMILE COHL ILLUSTRATION  
SCHOOL OF LYON

2017: SWISS FEDERAL MATURITY WITH ECONOMY AND LOCAL  
HISTORY OPTION

## **KEY TECHNICAL SKILLS:**

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

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



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