OLEG LOSHKIN

CONTACTS:

+41 75 413 48 98

loshkin.oleg.95@gmail.com

https://www.linkedin.com/in/oleg-loshkin/

https://loshkinoleg.github.io/

SKILLS:

Programming: C/C++, Unreal Engine

CI software: Github, Perforce

LANGUAGES:

French (native)

Russian (native)

English (C2)

HOBBIES:

Repairing my old Mazda 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

sirogames.sarl@gmail.com

+41 78 662 79 77