



Egor Poplevka

SOUND DESIGNER



CONTACTS

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in <https://www.linkedin.com/in/egor-poplevka/>

SKILLS

- Expert in the use of Wwise, FMOD Studio, Unreal, Unity and custom engines
- Finding & developing impactful sound effects that resonate with the project's imaginative concept
- Capable of designing audio components that match the project's technical objectives
- Strong technical capability for enhancing real-time audio playback and audio bugs fixing.
- Creating & mixing surround content
- Ensuring audio feature documentation is continually up to date
- Structuring & estimating work, updating plans and working with production

LANGUAGES

English: Intermediate - B2

Belorussian: Native

Russian: Native

EDUCATION

Sound 4 Game

Sound designer

November 2021 - December 2021

BSU RFE

Bachelor of Physical Electronics

September 2013 - June 2017

DEMOREEL

<https://youtu.be/mUrfwAKjQw>

WORK EXPERIENCE

Wargaming

Sound Designer

October 2023 - Present

Tasks:

- Fixing audiobugs
- Working with audio objects system
- Transferring old system of events for engines, weapons and etc. to the new system, which using only switch hierarchy (less events)
- Creating new sound system for various guns, aircrafts and etc. in the game
- Work in close collaboration with the team's level designer, programmer, animator

Press Fire Games

Sound Designer

July 2020 - October 2023

Tasks:

- Designing UI sound effects, gunshots, reloads, explosion sounds, abilities for characters
- Setting up complex audio subsystems: weapon system, dynamic weather changes, vehicle engines and etc.
- Mastering & post-processing for voiceovers
- Optimization & prioritization various sound systems
- Working with ambisonic system
- Mixing audio in game

Projects:

- Project Rush B
- Battle Prime
- Unannounced project

Freelance

Sound Designer, Composer

2016 - Present

Tasks:

- Composing & arranging music for special services, clients
- Design & create original sounds used as final asset (SFX and ambiances) for mobile games in different genres
- Experience in creating sound libraries
- Mixing & mastering services