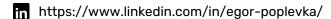


Egor Poplevka sound designer III

CONTACTS

egorpoplevka@gmail.com



SKILLS

- Expert in the use of Wwise, FMOD Studio, Unreal, Unity and customs 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/mUrlfwAKjQw

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