



IGOR SZUNIEWICZ

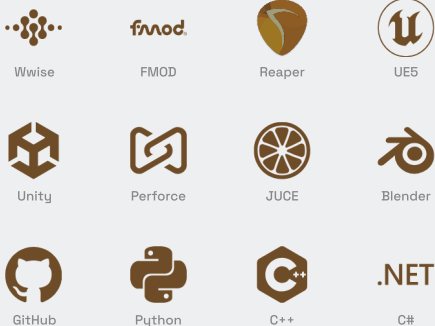
SOUND DESIGNER / AUDIO PROGRAMMER

Game sound designer and audio programmer with a classical piano background. I like making sounds that react to the player - spatial audio in VR, real-time ML tools, and plugins in C++/JUCE.

SKILLS

| | |
|----------------------|--------------|
| Sound design | advanced |
| Audio implementation | advanced |
| Spatial audio | intermediate |
| Adaptive music | intermediate |
| Music composition | advanced |
| Audio programming | intermediate |
| Programming | intermediate |

TOOLKIT



LANGUAGES

| | |
|---------|--------|
| Polish | native |
| English | fluent |
| German | basic |

INTERESTS

DSP & audio research
Javelin throw
Swimming
Gym & fitness

CONTACT

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- Kortrijk, Belgium

KEY ACHIEVEMENTS

Technical sound designer implementing audio directly in game engines and VR.

- Set up spatial audio for VR training so gunshots and voices behave like in a real building (Steam Audio).
- Built C++ audio in UE5 - footsteps that change with the surface, proximity triggers, configs designers can tweak without code.

Audio programmer building ML classifiers, plugins, and synthesis tools.

- Built a beatbox rhythm game with custom KNN classifier (3 classes, 7 spectral features, ~120 ms latency) - all ML from scratch in C#/Unity.
- Built a VST3/AU sampler plugin with granular synthesis and TPT filters (C++/JUCE).

EXPERIENCE

Feb 2026 - Present

Technical Sound Designer (XR Labs, Belgium)

Making VR training scenarios sound believable for police, military, and customs (Unity + Steam Audio).

- Filling 3 facility maps with environmental audio - every room should tell you where you are.
- Designing Taser T10 audio from field recordings and layered samples.
- Tuning how sound travels through doors, walls, and different materials in Steam Audio.

PROJECTS

- Shadow Frames** TEAM 2025 - Lead sound designer, 200+ Wwise events, voice acting, UE5
- Not Today, Darling!** TEAM 2025 - Lead sound designer, MetaSounds, adaptive music system
- Transientica: AudioLab** SOLO 2025 - Beatbox rhythm game, custom KNN classifier, C#/Unity
- Ray Animation** COLLAB 2024 - Original adaptive score for graduation animation
- AudioQ** SOLO 2024 - VST3/AU sampler plugin, C++/JUCE
- Amorak** SCHOOL 2024 - Full post-production for student animation

EDUCATION

- 2023 - 2026**
Bachelor - Game Sound Integration
Howest DAE, Belgium
Thesis: Generative AI for Real-Time Adaptive Game Audio
- 2019 - 2023**
High School Diploma (STEM focus)
I LO Dwujęzyczne im. M. Kopernika, Kołobrzeg
- 2013 - 2019**
Classical Piano & Music Theory
State Music School, Kołobrzeg



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igorszuniewicz.com