



# IGOR SZUNIEWICZ

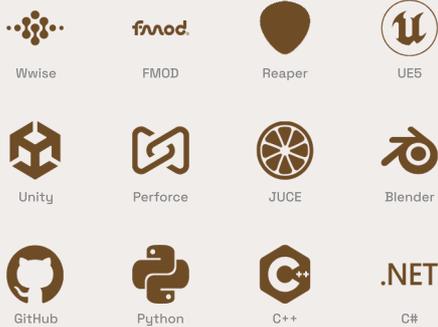
SOUND DESIGNER / AUDIO PROGRAMMER

Game sound designer and audio programmer with a classical piano background and a technical mindset. Builds audio that lives inside the engine, from spatial VR soundscapes to real-time ML classifiers.

## SKILLS

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

## TOOLKIT



## LANGUAGES

Polish	native
English	fluent
German	basic

## INTERESTS

New technologies  
Javelin throw  
Swimming  
Gym & fitness

## CONTACT

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## KEY ACHIEVEMENTS

**Technical sound designer** building real-time audio systems for game engines and VR simulations.

- Designed spatial audio systems for VR/AR training — real-time occlusion, material-based reflections, and 3D sound propagation.
- Engineered C++ audio systems in UE5: footstep surface detection, proximity triggers with hysteresis, DataAsset-driven configurations.

**Audio programmer** creating tools and prototypes for interactive audio.

- Developed a real-time ML beatbox classifier achieving 92% accuracy at 45 ms latency (Python, scikit-learn).
- Built a VST3/AU sampler plugin with granular synthesis and TPT filters (C++/JUCE).

## EXPERIENCE

- Feb 2026 - Present**  
**Lead Technical Sound Designer (XR Labs, Belgium)**  
Spatial audio pipeline for VR/AR training simulations (police, military, customs) in Unity + Steam Audio.
  - Building facility sound system — triggerable environmental audio on scene objects for training scenarios.
  - Designing Taser T10 audio from field recordings and layered samples.
  - Configuring door occlusion, material absorption, and sound propagation via Steam Audio.

## PROJECTS

- Shadow Frames** **TEAM** - Lead sound designer, 200+ Wwise events, C++ audio systems, UE5
- Not Today, Darling!** **TEAM** - Lead sound designer, MetaSounds, adaptive music system
- Transientica: AudioLab** **SOLO** - ML beatbox game, Python + Unity
- Ray Animation** **COLLAB** - Original adaptive score for graduation animation
- AudioQ** **SOLO** - VST3/AU sampler plugin, C++/JUCE
- Amorak** **SCHOOL** - 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)**  
ILO Dwujęzyczne im. M. Kopernika, Kołobrzeg
- 2013 - 2019**  
**Classical Piano & Music Theory**  
State Music School, Kołobrzeg



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