

Kevin Loustau

Software Engineer - Sound Designer

Experience

Tools & Pipelines Developer - TAT Productions

Since 2025

- Python and C++ tool development for Unreal Engine and Nuke
- Pipeline automation, data management and optimization
- Technical documentation and workflow design
- Legacy system maintenance and modernization

Creative Technologist & Programmer

2022 - 2025

Freelance programmer on interactive video games and films: game-play programming, shaders, developer and artist tools, asset integration and pipeline

Designer

2015 - 2021

At Novelab & LeSound I designed and developed interactive installations, VR/AR and web services, plus procedural-audio sound design tools, working with the dev team and clients.

Sound & interface designer

2013 - 2014

As an intern at AudioGaming and Le Sound (lesound.io) I created sound design and interfaces for procedural audio plugins for cinema and video games, and worked on sound design for several game titles.

Education

Master's Degree in Digital Art

2013 - 2015

Digital Art, Interactive Installation Programming, Prototyping, Sound, Graphics, 3D Design. Human Interaction, Ergonomics, Project Management.

Interaction Design Foundation certificate

2017 - 2018

Interaction Design, User Research, Usability Testing, Design for VR & AR.

Bachelor's Degree in Acoustic & DSP

2012 - 2013

Acoustics, Audio Engineering, Digital Signal Processing, Psychoacoustics.

HND Multimedia

2010 - 2012

Multimedia, Audiovisual, Web technologies, Communication, Marketing.

Skills

Engineering

- Languages: Python, TypeScript / JavaScript, C++, C#
- Frontend: Web technologies, Qt/PySide, Godot
- Backend: REST & WebSocket APIs
- Data: SQL, GraphQL.
- Infra: Docker, CI/CD
- Practices: functional programming flavor, code review, technical documentation

Creative Technology

- Audio DSP, realtime systems, interactive applications
- Pipeline automation and data management
- Artist tooling and DCC plugins (Unreal Engine, Nuke)