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Web Portfolio: joehogan23.github.io



**300**3

SERVICES

SOFTWARE

87 Hampton Park, Branford, CT 06405

C#

C/C++

Java

HTML

Javascript

CSS

**UE Blueprints** 

JSON

Unreal Engine

Unity

Visual Studio

Photoshop

Epic Online Services

After Effects

Perforce

**JIRA** 



### EDUCATION

New England Institute of Technology BS Game Development & Simulation Programming 2018 - 2020

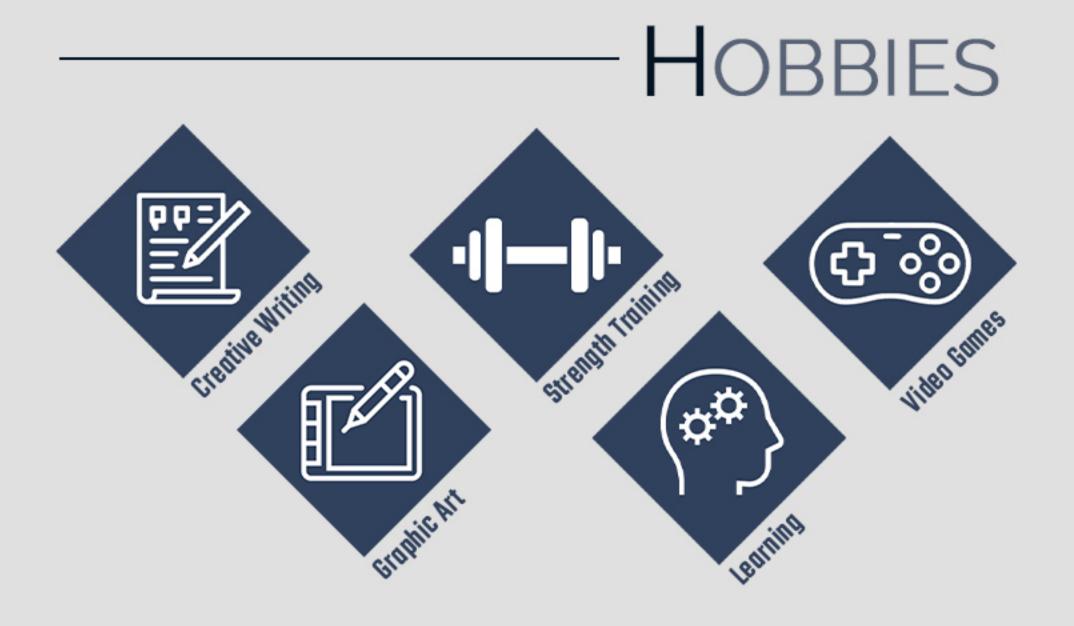
East Greenwich, RI - GPA: 3.80

New England Institute of Technology AS Game Development & Simulation Programming East Greenwich, RI - GPA: 3.88

2017 - 2018

New England Institute of Technology BS Digital Recording Arts East Greenwich, RI - GPA: 2.90

2009 - 2012



# **JOSEPHSIEREJKO**

game dev | programmer | designer

# - PROFESSIONAL EXPERIENCE

### ui and account services programmer

First Class Trouble | Just Perfect - Invisible Walls

GAME SHIPPED Sept 2020 - Current

- Worked towards the release of 'First Class Trouble', a multiplayer game on Unreal Engine, released on PS Plus for PlayStation Platforms, and Steam on November 2nd, 2021
- Leading implementation of UI Framework and Epic Online Services for Just Perfect
- Implemented Account Authentication, Cloud Saves, Party and Friend Features, Commerce, Moderation Tools, DLC Entitlements, and gathering Analytics
- Developed all Customization Features, designing the UI interface with Photoshop and UMG, updating the model data, and serializing for Cloud Storage
- "Cloud-Driven" UI that's updated using JSon files, to seamlessly update various UI elements, without needing a patch
- Worked with Designers to create a Data Table Driven Pipeline to add new Customization and UI Assets into the various parts of the game

### ar/vr programmer (contract), Surgalign - FOCUS VISION MEDIA

Nov 2021 - Feb 2022

- Fixed a series of bug from legacy code, using the Sony SDR monitor
- Incorrect state machine logic such as circular logic, effecting UI from properly appearing
- 3D math issues, causing UI to show bad information such as distance

# gameplay & network programmer,

Jun 2020 - Sept 2020

Naval War College

- Refactored Netcode from UNET 2017 to Mirror in Unity 2018
- Developed new feature requests like Chat Messaging, including User Mentions
- Implemented a Spreadsheet Reader to modify/update Systems Data through Excel

### programming tutor, NEIT

Mar 2019 - Mar 2020

- Support students in Learning New Programming Languages
- Adapt to how each student learns, using UML's, Pseudo-Code, and Walking Through Code
- Teach students how to properly catch memory leaks, Runtime Erros, and Compile Errors
- Demonstrate practical uses for various Design Patterns, and how they work

### intern programmer, Attollo LLC

Jul 2019 - Sept 2019

- Maintenance Programming for RQ-21 Simulator Software, using C, C++, C#, and XAML
- Implemented a WPF-based 3D Model Importer to Add and Remove Models. Updates a Master XML file and Speeds Up Development Time by 1000%
- Fixed User Interface Defects reported through Jira

#### mobile ar developer, Dewetron

APPLICATION SHIPPED Mar 2019 - May 2019

Independently Developed AR Application, **Published** on Apple Stores and as a(n).APK

- Wrote a Generic, Reusable PDF Viewer to display Dewetron's Product Guide
- Built Database of AR Target Images to Stream Videos from External Server
- Designed and Programmed UI/UX

## -PASSION PROJECTS-

Monarch Engine - Game Engine (Prototyping) Engine Developer (Modern OpenGL, C/C++, Lua)

Dec 2021 - Current Team Size

Aberrant - Survival Horror Game Art Director, Level Designer, Lead Programmer, Lead UI/UX Designer Sept 2019 - Mar 2020 Team Size

Redrock Farmer - Independent Project Programmer, Graphic Designer, UI/UX, WPF Engine Programmer

Sept 2018 - Sept 2020 Team Size

Full-Color Resume: joehogan23.github.io/Resume.html