



JOSEPH SIEREJKO

game dev | programmer | designer

◆ PROFESSIONAL EXPERIENCE

UI Engineer | Jackalyptic Games

June 2023 - Current

Currently working on a Warhammer MMO in Unreal Engine 5. As the sole UI Engineer, I have the responsibility of overseeing and maintaining our entire UI/UX codebase. I've implemented several features to extend usability with Common UI, developed a viewport marker SubSystem that tracks actors, mesh sockets and locations, a Slate-Based Anchor system where you can access widgets by tag seamlessly, and several optimization tools and modules like a Widget Pooling System.

UI Engineer | The Molasses Flood, a CD Projekt Studio

April 2022 - June 2023

Worked on 'The Witcher: Projekt Sirius'. Maintained ownership over UI as the only UI Engineer on the team. Developed intuitive systems in UE4 & UE5 to provide tools for a design friendly experience. Implemented a proprietary system comparable to Common UI, with a robust Button style system, an automated rerouting Subsystem to seamlessly track gamepad and mouse input. When we integrated with UE5, I refactored our UI codebase to be compatible with Common UI, reworking over 600 native files and UMG assets.

GAME SHIPPED

UI & Account Services Engineer | Invisible Walls

September 2020 - April 2022

Worked towards the release of 'First Class Trouble', a multiplayer game on Unreal Engine 4. During my tenure, I lead the implementation of all of our UI Framework and Account Services systems with AccelByte and our own custom JSON events. Key features I built end-to-end were Account Authentication, Cloud Saves, Party and Friend Features, Commerce, Moderation Tools, DLC Entitlements, and gathering Analytics Metadata.

GAME SHIPPED

Full-Stack & UI Engineer | Naval War College

April 2020 - September 2020

Worked on a simulation app. Migrated Unity 2017 LTS UNET code over to the Mirror API in Unity 2018 LTS. Resolved incompatible code with the Unity migration, removing and refactoring deprecated code. Implemented a tool to import CSV files to edit and balance the experience.

APPLICATION SHIPPED

Mobile AR Developer | Dewetron

March 2019 - May 2019

Independently Developed an AR Application, published on Apple Stores and as a(n) APK for Android. Wrote a Generic, Reusable PDF Viewer to display Dewetron's Product Guide Built Database of AR Target Images to Stream Videos from External Server.

◆ PASSION PROJECTS

Red Rock Farmer - Independent Project
Programmer, Graphic Designer, UI/UX, (Unreal Engine 5)

Sept 2020 - Current
Team Size 1

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

Dec 2021 - Current
Team Size 1

Full-Color Resume: joe Hogan23.github.io/Resume.html