



# JOSEPH SIEREJKO

game dev | programmer | designer

## ◆ PROFESSIONAL EXPERIENCE

### ui engineer

*New Warhammer MMO - Jackalyptic Games*

June 2023 - Current

- As the only UI Engineer, took charge of implementing all of the UI Screens using UMG, C++, and Slate, including animations and effects
- Created a Widget Pooling Editor Module to reallocate removed widgets that haven't been Garbage Collected
- Implemented a slate-based global anchoring system to manage UI from anywhere in the project by Gameplay Tag lookup

### ui engineer

*The Witcher: Project Sirius - The Molasses Flood, a CDPR Studio*

Apr 2022 - June 2023

- Maintained complete ownership over UI as the only UI Engineer on the team
- Developed intuitive systems in UE4 and eventually UE5 to provide tools in UMG for designer friendly functionality.
- Implemented our internal competitor to Common UI, with a robust Button style system, an automated rerouting subsystem to seamlessly track gamepad and mouse input without needing to add additional code branches, or use the "bubble-up" method
- During the upgrade to UE5, rebuilt our entire UI codebase to work with Common UI, reworking over 600 files and UMG assets

### ui and account services programmer

*First Class Trouble | Just Perfect - Invisible Walls*

GAME SHIPPED  
Sept 2020 - Apr 2022

- 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 Metadata
- 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 various parts of the game

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

Nov 2021 - Feb 2022

- Fixed a series of bugs 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

### 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](http://joehogan23.github.io/Resume.html)