

joesierejko@rocketmail.com

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Web Portfolio: joehogan23.github.io

87 Hampton Park, Branford, CT 06405

C# C/C++

Java

3003

SERVICES

SOFTWARE

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 East Greenwich, RI - GPA: 3.80

2018 - 2020

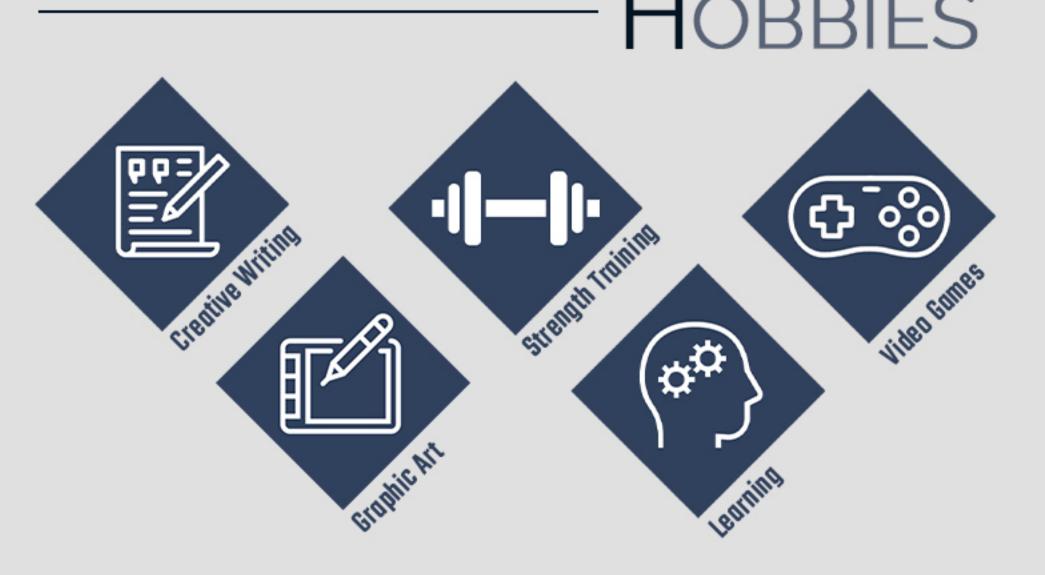
New England Institute of Technology

2017 - 2018

AS Game Development & Simulation Programming East Greenwich, RI - GPA: 3.88

2009 - 2012

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



JOSEPHSIEREJKO

game dev | programmer | designer

- PROFESSIONAL EXPERIENCE

account services and ui 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 Epic Online Services and UI Framework for Just Perfect
- "Server-Driven" UI updates using JSon files, to seamlessly update various UI elements without needing a patch
- 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 Unreal's User Widgets, and convert data to JSon for Cloud Storage
- Worked with Designers to create a Data Table Driven Pipeline to add new Customization Assets into game, such as thumbnails, meshes, and materials

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 Impoter 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