

PROFILE

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joehogan23.github.io



87 Hampton Park, Branford, CT 06405

SKILLS

C# C/C++

Java

HTML

Javascript

CSS

UE Blueprints

JSon

Unity

Unreal Engine

Visual Studio

Photoshop

AccelByte

After Effects

Perforce

IIRA



EDUCATION

New England Institute of Technology

East Greenwich, RI - GPA: 3.80

New England Institute of Technology East Greenwich, RI - GPA: 3.88

New England Institute of Technology

2009 - 2012

BS Digital Recording Arts East Greenwich, RI - GPA: 2.90



JOSEPHSIEREJKO

PROFESSIONAL EXPERIENCE

account services and game programmer

"First Class Trouble" - Invisible Walls

Developing the Multiplayer Game 'First Class Trouble' using Unreal Engine, released on on PS Plus for PlayStation 4 and PlayStation 5, and Steam

- Primarily work with C++ and JSon languages, and utilize Blueprints with UE
- Create Front-End and Back-End Solutions for Matchmaking and Player Profile Features
- 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 using Cloud Saving to Store Data
- Worked with 3D Modelers to create an easy Pipeline to add new Customization Assets

gameplay & network programmer (temp), Naval War College

- Migrate Netcode from UNET 2017 to Mirror in Unity 2018
- Fully integrate Chat Messaging Features, including User Mentions
- Implement a Spreadsheet Reader to modify/update Systems Data through Excel
- Add additional Gameplay Feature Requests

programming tutor, NEIT

- Support students in Learning New Programming Languages
- Adapt to how each student learns, using UML's, Pseudo-Code, and Stepping Through Code
- Teach Students Skills to become more Self-Sufficient, checking for Runtime Errors understanding how to read Compile Errors, and how to properly include and use Libraries to avoid Linker Errors

intern programmer, Attollo LLC

- Maintenance Programming for RQ-21 Simulator Software, using C, C++, C#, and XAML
- Implemented a XAML-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

- 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
- Stream Videos from External Server to overlay Target Images
- Button Events open email for Inquiries, and directs user to Product Links

GAME PROJECTS -

'Aberrant' - B.S. Final Project, NEIT Art Director, Programmer, Level Designer, UI/UX

learn about this project: Joehogan23.github.io/aberrant.html

Team Size . . .

'Redrock Farmer' - Independent Project Programmer, Graphic Designer, UI, Engine API

Team Size

earn about this project: joehogan23.github.io/redrockfarmer.htm

OTHER EXPERIENCE –

member services, Planet Fitness, february '18 - april '19

technical support specialist, ASSA ABLOY, july '16 - march '17

graphic designer/animator/editor, Verizon FiOS1 News, june '13 - july '16

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