



# JOSEPHSIEREJKO

game dev : programmer : designer

## PROFILE

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87 Hampton Park,  
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## SKILLS

CODE

C#

C/C++

Java

HTML

Javascript

CSS

UE Blueprints

JSon

Unreal Engine

Unity

Visual Studio

Photoshop

AccelByte

After Effects

Perforce

JIRA

SOFTWARE

## EDUCATION

New England Institute of Technology  
BS Game Development & Simulation Programming  
East Greenwich, RI - GPA: 3.80

2018 - 2020

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

## HOBBIES

## PROFESSIONAL EXPERIENCE

account services and game programmer  
"First Class Trouble" - Invisible Walls

RELEASED  
Sept 2020 - Current

- Developing the Multiplayer Game 'First Class Trouble' using Unreal Engine, released 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, 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 into game

gameplay & network programmer (temp),  
Naval War College

Jun 2020 - Sept 2020

- 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

Mar 2019 - Mar 2020

- 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

Jul 2019 - Sept 2019

- 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

RELEASED  
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
- 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

Sept 2019 - Mar 2020

Team Size 3

learn about this project: [joehogan23.github.io/aberrant.html](https://joehogan23.github.io/aberrant.html)

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

ON HOLD  
Sept 2018 - Current

Team Size 1

learn about this project: [joehogan23.github.io/redrockfarmer.html](https://joehogan23.github.io/redrockfarmer.html)

## 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

Printer-Safe Resume: [joehogan23.github.io/ResumePrint.html](https://joehogan23.github.io/ResumePrint.html)