



# JOSEPH SIEREJKO

game dev | programmer | designer

## ◆ PROFESSIONAL EXPERIENCE

GAME SHIPPED

Sept 2020 - Current

### account services and ui programmer

*First Class Trouble | Just Perfect - Invisible Walls*

- ◆ 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

Nov 2021 - Feb 2022

### ar/vr programmer (contract),

*Surgalign - FOCUS VISION MEDIA*

- ◆ 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

Jun 2020 - Sept 2020

### gameplay & network programmer,

Naval War College

- ◆ Refactor Netcode from UNET 2017 to Mirror in Unity 2018
- ◆ Implement new feature requests like Chat Messaging, including User Mentions
- ◆ Implement a Spreadsheet Reader to modify/update Systems Data through Excel

Mar 2019 - Mar 2020

### programming tutor, NEIT

- ◆ 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 Errors, and Compile Errors
- ◆ Demonstrate practical uses for various Design Patterns, and how they work

Jul 2019 - Sept 2019

### intern programmer, Attollo LLC

- ◆ Maintenance Programming for RQ-21 Simulator Software, using C, C++, C#, and XAML
- ◆ Implemented a XAML-based 3D Model Importer to Add and Remove Models. Updates a Master XML file and Speeds Up Development Time by 1000%
- ◆ Fixed User Interface Defects reported through Jira

APPLICATION SHIPPED

Mar 2019 - May 2019

### 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 to Stream Videos from External Server
- ◆ Designed and Programmed UI/UX

## ◆ PASSION PROJECTS

Dec 2021 - Current

Team Size

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

Sept 2019 - Mar 2020

Team Size

*Aberrant - Survival Horror Game*  
Art Director, Level Designer, Lead Programmer, Lead UI/UX Designer

Sept 2018 - Sept 2020

Team Size

*Redrock Farmer - Independent Project*  
Programmer, Graphic Designer, UI/UX, WPF Engine Programmer

Printer-Safe Resume: [joe Hogan23.github.io/ResumePrint.html](http://joe Hogan23.github.io/ResumePrint.html)