JOSEPH SIEREJKO
game dev : programmer : designer
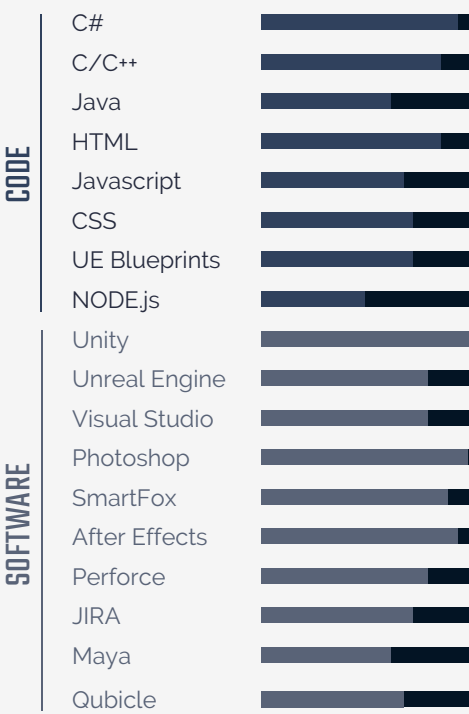
Profile

✉ joesierejko@rocketmail.com

📱 203-500-1261

🌐 joehogan23.github.io

📍 87 Hampton Park,
Branford, CT 06405

Skills

CODE

- C# ▰▰▰▰▰▰▰▱
- C/C++ ▰▰▰▰▰▰▱▱
- Java ▰▰▰▰▰▱▱▱
- HTML ▰▰▰▰▰▰▱▱
- Javascript ▰▰▰▰▰▱▱▱
- CSS ▰▰▰▰▰▰▱▱
- UE Blueprints ▰▰▰▰▰▱▱▱
- NODE.js ▰▰▰▰▱▱▱▱

SOFTWARE

- Unity ▰▰▰▰▰▰▰▱
- Unreal Engine ▰▰▰▰▰▱▱▱
- Visual Studio ▰▰▰▰▰▰▱▱
- Photoshop ▰▰▰▰▰▰▰▱
- SmartFox ▰▰▰▰▱▱▱▱
- After Effects ▰▰▰▰▰▱▱▱
- Perforce ▰▰▰▰▱▱▱▱
- JIRA ▰▰▰▰▰▱▱▱
- Maya ▰▰▰▰▱▱▱▱
- Qubicle ▰▰▰▰▱▱▱▱

Education

New England Institute of Technology — 2018 - 2020
BS Game Development & Simulation Programming
East Greenwich, RI - GPA: 3.80

New England Institute of Technology — 2017 - 2018
AS Game Development & Simulation Programming
East Greenwich, RI - GPA: 3.88

New England Institute of Technology — 2009 - 2012
BS Digital Recording Arts
East Greenwich, RI - GPA: 2.90

Hobbies

Creative Writing · Graphic Art · Strength Training · Learning · Video Games

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PROFESSIONAL EXPERIENCE

gameplay & network programmer (temp), Naval War College
Jun 2020 - Current

- 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 Linq 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
PUBLISHED
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 👤👤👤

- Organized an Efficient weekly 'Scrum, Develop, Test,' Development Cycle
- Strategy Based AI State Machine with shared States between 3 different Enemy classes. Resulted in Quick Implementation of new Enemy classes
- Pathfinding System to allow for Dynamic Random Encounters with Enemies
- Sound Event System for AI Hearing Sense, providing Smarter AI. Uses collision forces on Rigidbodies to broadcast to nearby AI Actors
- Designed lighting and Environment to create a believable and tense environment.
- Implemented Inverse Kinematics to manipulate the character rig to visibly interact with interactable objects

see more about this project: **joehogan23.github.io/aberrant.html**

'Redrock Farmer' - Independent Project
Programmer, Graphic Designer, UI, Engine API
ON HOLD
Sept 2018 - Current
Team Size 👤

- Custom Game Engine in MonoGame and Visual C# (Forms)
- UICanvas and UIElement classes for Sprites and Text in World and Screen Space
- Robust Inventory Functionality, for manipulating and moving items
- Save And Load System with Multiple Save Slots
- Collision namespace in Engine API for Custom Collision, including Filters
- Abstract class 'Item' built into Game Engine to Inherit and Extend functionality
- Original Pixel Art Sprites and SpriteSheets, using 48 x 48 scale

see more about this project: **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

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