



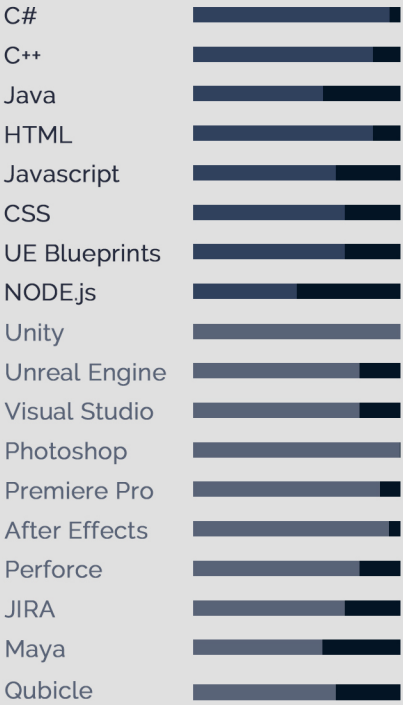
PROFILE

- joesierejko@rocketmail.com
- 203-500-1261
- joehogan23.github.io
- 87 Hampton Park,
Branford, CT 06405

SKILLS

CODE

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



JOSEPHSIEREJKO

game dev : programmer : designer

PROFESSIONAL EXPERIENCE

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 adding breaks to 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
- Implemented a 3D Model Import and Removal Interface via a XAML Window, updating a master XML file and speeding up the import time by 1000%
- Fixed User Interface Defects reported through Jira

mobile ar developer, Dewetron

Mar 2019 - May 2019

- Independently Developed AR Application, **Published** on Apple and Google Play Stores
- Built database of AR Target Images
- Stream videos to application from external server
- Linked provided videos to target images, so videos will overlay images when recognized
- Built a generic, reusable PDF Viewer to display Dewetron's Product Guide
- OnClick events open user's email app for inquiries, and direct user to Product URL's

GAME PROJECTS

'Aberrant' - B.S. Final Project, NEIT

Sept 2019 - Mar 2020

Art Director, Programmer, Level Designer, UI/UX

Team Size

- Organized an efficient weekly 'Scrum, Develop, Test,' Development Cycle
- Programmed all Aspects of Project
- Created Map Blueprint, and iterated through playtesting results and Scrum Reviews
- Strategy Based** AI State Machine with shared State Interfaces between 3 different Enemy Classes. Resulted in Quick Implementation of new Enemy Classes
- Pathfinding system to allow for dynamic and random encounters with enemies
- Sound Event System for AI Hearing Sense, providing smart 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
- Wrote a modular device for the player to use against the enemies, including an upgrade system. All Player UI is located on the Device

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

'Redrock Farmer' - Independent Project

Sept 2018 - Current

Programmer, Graphic Designer, UI, Engine API

Team Size

- Custom Game Engine .cs Project in MonoGame and Visual C#
- UI Manager to anchor Sprites in World and Screen Space
- Robust Inventory Functionality for manipulating and moving items
- Save And Load System with Multiple save Slots
- Original Pixel Art Sprite and SpriteSheets, using 48 x 48 scale
- Animation scripts with Play Once, Repeat, and Alternate Play Modes
- Collision namespace built into Game Engine for projects to use
- Base Class Item built into Game Engine for other Projects to Inherit and Extend
- Day / Night Cycle

see more about this project: www.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

References Furnished Upon Request