



JOSEPH SIEREJKO

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

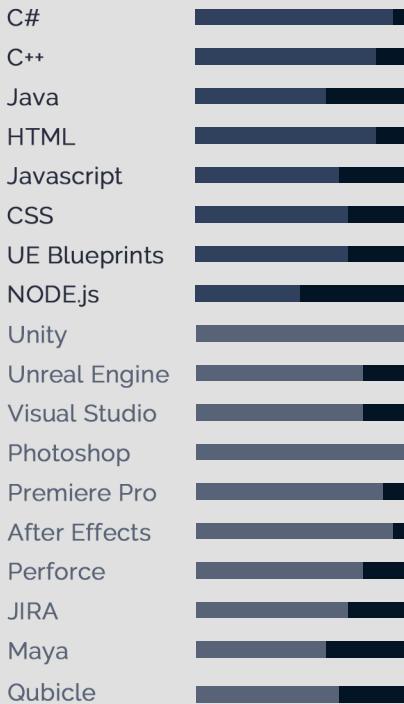
mobile ar developer, Dewetron

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

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

◆ 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
- ◆ 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

ON HOLD

'Redrock Farmer' - Independent Project

Programmer, Graphic Designer, UI, Engine API

Sept 2018 - Current

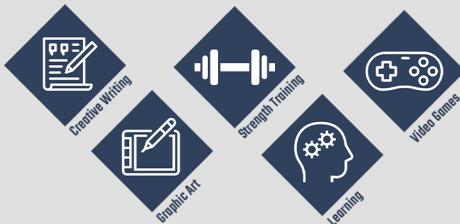
Team Size



- ◆ 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 withMultiple 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

HOBBIES



◆ 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