



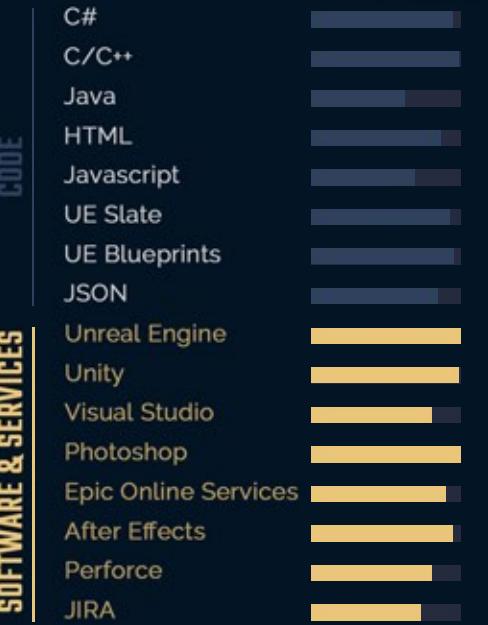
# JOSEPH SIEREJKO

game dev | programmer | designer

## PROFILE

- joesierejko@rocketmail.com
- 203-500-1261
- Web Portfolio: [joehogan23.github.io](http://joehogan23.github.io)
- 3 Julius Drive,  
East Haven, CT 06513

## SKILLS



## SOFTWARE & SERVICES

## 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

### ui engineer

New Warhammer MMO - Jackalyptic Games June 2023 - Current

- As the only UI Engineer, took charge of implementing all of the UI Screens using UMG, C++, and Slate, including animations and effects
- Created a Widget Pooling Editor Module to reallocate removed widgets that haven't been Garbage Collected
- Implemented a slate-based global anchoring system to manage UI from anywhere in the project by Gameplay Tag lookup

### ui engineer

The Witcher: Project Sirius - The Molasses Flood, a CDPR Studio Apr 2022 - June 2023

- Maintained complete ownership over UI as the only UI Engineer on the team
- Developed intuitive systems in UE4 and eventually UE5 to provide tools in UMG for designer friendly functionality.
- Implemented our internal competitor to Common UI, with a robust Button style system, an automated rerouting subsystem to seamlessly track gamepad and mouse input without needing to add additional code branches, or use the "bubble-up" method
- During the upgrade to UE5, rebuilt our entire UI codebase to work with Common UI, reworking over 600 files and UMG assets

### ui and account services programmer

First Class Trouble | Just Perfect - Invisible Walls GAME SHIPPED Sept 2020 - April 2022

- 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 UI Framework and Epic Online Services for Just Perfect
- Implemented Account Authentication, Cloud Saves, Party and Friend Features, Commerce, Moderation Tools, DLC Entitlements, and gathering Analytics Metadata
- Developed all Customization Features, designing the UI interface with Photoshop and UMG, updating the model data, and serializing for Cloud Storage
- "Cloud-Driven" UI that's updated using JSON files, to seamlessly update various UI elements, without needing a patch
- Worked with Designers to create a Data Table Driven Pipeline to add new Customization and UI Assets into various parts of the game

### ar/vr programmer (contract),

Surgalign - FOCUS VISION MEDIA Nov 2021 - Feb 2022

- Fixed a series of bugs 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

### mobile ar developer, Dewetron

- Independently Developed AR Application, Published on Apple Stores and as an 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

Monarch Engine - Game Engine (Prototyping)  
Engine Developer (Modern OpenGL, C/C++, Lua) Dec 2021 - Current

Team Size 1

Aberrant - Survival Horror Game  
Art Director, Level Designer, Lead Programmer, Lead UI/UX Designer Sept 2019 - Mar 2020

Team Size 2

Redrock Farmer - Independent Project  
Programmer, Graphic Designer, UI/UX, WPF Engine Programmer Sept 2018 - Sept 2020

Team Size 1

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