

# Joseph Sierejko

## C++ and UMG Programmer

Invisible Walls

Web Portfolio:  
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Dear Hiring Team,

I am delighted for the opportunity to apply to the UI Engineer position at Respawn Entertainment. I have a Bachelors in Game Development and Programming Simulation, a shipped game on PlayStation and Steam platforms, and over 3 years of industry experience.

While I'm a huge fan of Respawn's portfolio, from its first outing with Titanfall, to the amazing Jedi: Fallen Order, I believe I'm also best suited for this position based on my passion and expertise with building UI frameworks.

Over the course of my time at Invisible Walls, I was elevated from generalist to leading Social features, and building most of our current UI implementation with UMG and C++. My proudest contributions included:

- Rebuilding all of our in-game menus to a dynamic horizontal tab menu
- Wrote the base class that is used for all gamepad input involving UI feedback states
- Built our Avatar Customization feature, using data-tables to initialize UI and apply customization to Cloud Saves
- Implemented our HTTP UI implementations like server-driven UI to control the DLC page, without updating the game, and downloading images from our server.
- Account Services features like Friends Lists, Parties, Cloud Saves, using data-binding methods to update UI after the async return.

For our new project, I was recently placed in charge of reviewing UMG and C++ every month, and wrote a small handbook detailing proper separation of UMG and C++ logic. The goal of this being a UI framework for usability with the Design team, and ensuring a generic and extendable source code, with an agreed upon coding standard.

Given the above, and my full body of work, I'm confident that my experience and work ethic will positively benefit the Apex Legends Team, and welcome the opportunity to discuss this role and my qualifications in further detail. For more context about my experience, please refer to my web portfolio provided.

Best Regards,



Joseph M. Sierejko