



# 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

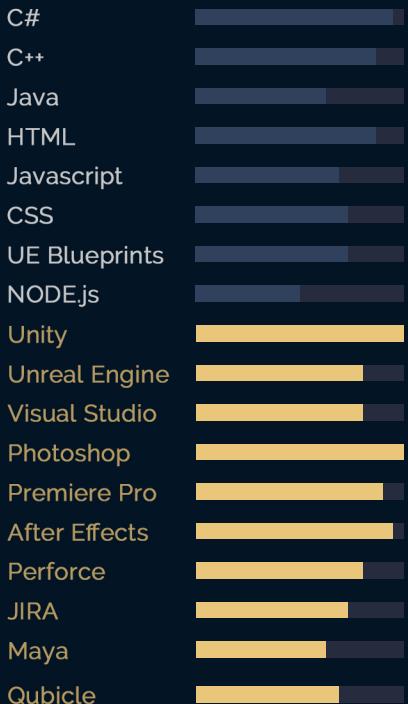
### mobile ar developer, Dewetron

PUBLISHED 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

## 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