



PROFILE

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joehogan23.github.io

87 Hampton Park,
Branford, CT 06405

SKILLS

CODE

C#

C++

Java

HTML

Javascript

CSS

UE Blueprints

NODE.js

SOFTWARE

Unity

Unreal Engine

Visual Studio

Photoshop

Premiere Pro

After Effects

Perforce

JIRA

Maya

Qubicle

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

Creative Writing

Graphic Art

Strength Training

Learning

Video Games

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

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

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

ON HOLD

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