



PROFILE



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Web Portfolio:
joe Hogan23.github.io



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SKILLS

CODE

C#	<div></div>
C/C++	<div></div>
Java	<div></div>
HTML	<div></div>
Javascript	<div></div>
CSS	<div></div>
UE Blueprints	<div></div>
JSON	<div></div>

SOFTWARE & SERVICES

Unreal Engine	<div></div>
Unity	<div></div>
Visual Studio	<div></div>
Photoshop	<div></div>
Epic Online Services	<div></div>
After Effects	<div></div>
Perforce	<div></div>
JIRA	<div></div>



EDUCATION

New England Institute of Technology 2018 - 2020
BS Game Development & Simulation Programming
East Greenwich, RI - GPA: 3.80

New England Institute of Technology 2017 - 2018
AS Game Development & Simulation Programming
East Greenwich, RI - GPA: 3.88

New England Institute of Technology 2009 - 2012
BS Digital Recording Arts
East Greenwich, RI - GPA: 2.90

HOBBIES



Creative Writing



Strength Training



Video Games

PROFESSIONAL EXPERIENCE

ui and account services programmer

First Class Trouble | Just Perfect - Invisible Walls

GAME SHIPPED

Sept 2020 - Current

- 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 bug 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

gameplay & network programmer,

Naval War College

Jun 2020 - Sept 2020

- Refactor Netcode from UNET 2017 to Mirror in Unity 2018
- Implement new Feature requests like Chat Messaging, including User Mentions
- Implement a Spreadsheet Reader to modify/update Systems Data through Excel

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 Walking Through Code
- Teach students how to properly catch memory leaks, Runtime Errors, and Compile Errors
- Demonstrate practical uses for various Design Patterns, and how they work

intern programmer, Attollo LLC

Jul 2019 - Sept 2019

- Maintenance Programming for RQ-21 Simulator Software, using C, C++, C#, and XAML
- Implemented a XAML-based 3D Model Importer to Add and Remove Models. Updates a Master XML File and Speeds Up Development Time by 1000%
- Fixed User Interface Defects reported through Jira

mobile ar developer, Dewetron

APPLICATION SHIPPED

Mar 2019 - May 2019

- Independently Developed AR Application, **Published** on Apple Stores and as a(n) .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

Aberrant - Survival Horror Game

Art Director, Level Designer, Lead Programmer, Lead UI/UX Designer

Sept 2019 - Mar 2020

Team Size

Redrock Farmer - Independent Project

Programmer, Graphic Designer, UI/UX, WPF Engine Programmer

Sept 2018 - Sept 2020

Team Size