



## PROFILE

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87 Hampton Park,  
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## SKILLS

CODE

C#  
C/C++  
Java  
HTML  
Javascript  
CSS  
UE Blueprints  
NODE.js

SOFTWARE

Unity  
Unreal Engine  
Visual Studio  
Photoshop  
SmartFox  
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

# JOSEPHSIEREJKO

game dev : programmer : designer

## PROFESSIONAL EXPERIENCE

gameplay & network programmer (temp),  
Naval War College

Jun 2020 - Current

- ◆ Migrate Netcode From UNET 2017 to Mirror in Unity 2018
- ◆ Fully integrate Chat Messaging Features, including User Mentions
- ◆ Implement a Spreadsheet Reader to modify/update Systems Data through Excel
- ◆ Add additional Gameplay Feature Requests

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 Stepping Through 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, using C, C++, C#, and XAML
- ◆ Implemented a XAML-based 3D Model Impoter to Add and Remove Models. Updates a Master XML File and Speeds Up Development Time by 1000%
- ◆ Fixed User Interface Defects reported through Jira

PUBLISHED

mobile ar developer, Dewetron

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
- ◆ Stream Videos From External Server to overlay Target Images
- ◆ Button Events open email for Inquiries, and directs user to Product Links

## 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
- ◆ Strategy Based AI State Machine with shared States between 3 different Enemy classes. Resulted in Quick Implementation of new Enemy classes
- ◆ Pathfinding System to allow for Dynamic Random Encounters with Enemies
- ◆ Sound Event System for AI Hearing Sense, providing Smarter 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

see more about this project: [joehogan23.github.io/aberrant.html](https://joehogan23.github.io/aberrant.html)

'Redrock Farmer' - Independent Project

Sept 2018 - Current

Programmer, Graphic Designer, UI, Engine API

Team Size

- ◆ Custom Game Engine in MonoGame and Visual C# (Forms)
- ◆ UICanvas and UIElement classes for Sprites and Text in World and Screen Space
- ◆ Robust Inventory Functionality, for manipulating and moving items
- ◆ Save And Load System with Multiple Save Slots
- ◆ Collision namespace in Engine API for Custom Collision, including Filters
- ◆ Abstract class 'Item' built into Game Engine to Inherit and Extend functionality
- ◆ Original Pixel Art Sprites and SpriteSheets, using 48 x 48 scale

see more about this project: [joehogan23.github.io/redrockfarmer.html](https://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