



## PROFILE

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203-500-1261

Web Portfolio:  
joe Hogan23.github.io

87 Hampton Park,  
Branford, CT 06405

CODE

SOFTWARE & SERVICES

## SKILLS

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>
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 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

Strength Training

Video Games

Graphic Art

Learning

# JOSEPH SIEREJKO

game dev | programmer | designer

## PROFESSIONAL EXPERIENCE

### ui and account services programmer

GAME SHIPPED  
Sept 2020 - Current

*First Class Trouble | Just Perfect - Invisible Walls*

- 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

Printer-Safe Resume: [joeHogan23.github.io/ResumePrint.html](https://joeHogan23.github.io/ResumePrint.html)