JOSEPH SIEREJKO
game dev : programmer : designer

PROFILE

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Branford, CT 06405

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 — 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
- Graphic Art
- Strength Training
- Learning
- Video Games

PROFESSIONAL EXPERIENCE

account services and game programmer
Invisible Walls — Sept 2020 - Current

- Developing the Multiplayer Game 'First Class Trouble', currently in Early Access
- Create Front-End and Back-End Solutions for Matchmaking and Player Profile Features
- Implemented Account Authentication, Cloud Saves, Party and Friend Features, Commerce, Moderation Tools, and gathering Analytics
- Developed all Customization Features, designing UI interface, and using Cloud Saving to Store Data
- Worked with 3D Modelers to create an easy Pipeline to add new Customization Assets into game

gameplay & network programmer (temp),
Naval War College — Jun 2020 - Sept 2020

- 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

mobile ar developer, Dewetron
PUBLISHED
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
Art Director, Programmer, Level Designer, UI/UX
Sept 2019 - Mar 2020
Team Size

learn about this project: **joehogan23.github.io/aberrant.html**

'Redrock Farmer' - Independent Project
Programmer, Graphic Designer, UI, Engine API
ON HOLD
Sept 2018 - Current
Team Size

learn about this project: **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

Printer-Safe Resume: **joehogan23.github.io/ResumePrint.html**