

#### PROFILE

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Web Portfolio: joehogan23.github.io



87 Hampton Park, Branford, CT 06405

C#

C/C++

Java

HTML

Javascript

CSS

**UE Blueprints** 

JSON

Unreal Engine

Unity

SERVICES

Visual Studio

Photoshop

**Epic Online Services** 

After Effects

Perforce

### EDUCATION

New England Institute of Technology BS Game Development & Simulation Programming 2018 - 2020

East Greenwich, RI - GPA: 3.80

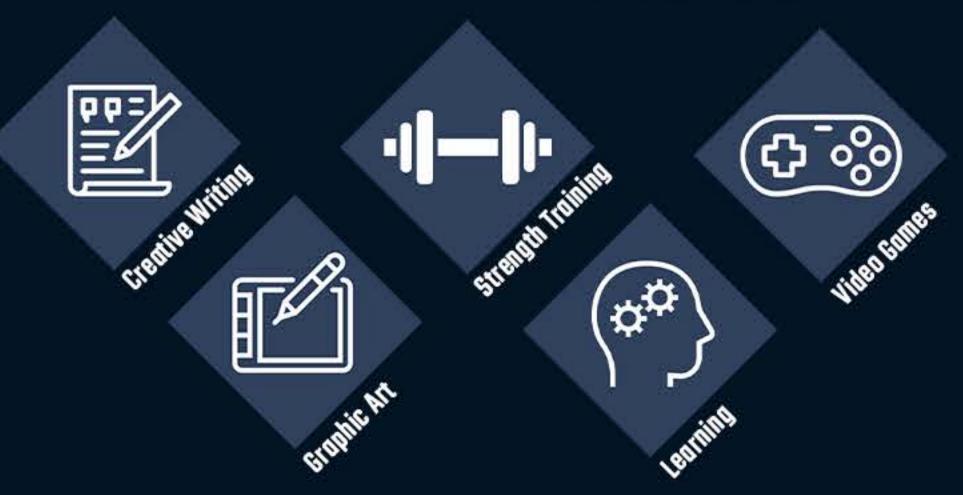
New England Institute of Technology AS Game Development & Simulation Programming East Greenwich, RI - GPA: 3.88

2017 - 2018

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

2009 - 2012

## OBBIES



# JOSEPHSIEREJKO

game dev | programmer | designer

#### - PROFESSIONAL EXPERIENCE

account services and game 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 Epic Online Services for Just Perfect
- Implemented Account Authentication, Cloud Saves, Party and Friend Features, Commerce, Moderation Tools, DLC Entitlements, and gathering Analytics
- Developed all Customization Features, designing the UI interface with Photoshop and Unreal's User Widgets, and convert data to JSon for Cloud Storage
- Worked with 3D Modelers to create an easy Pipeline to add new Customization Assets into game

#### ar/vr programmer (contract), Surgalign - FOCUS VISION MEDIA

Nov 2021 - Feb 2022

- Worked on Surgalign, a proof-of-concept spinal surgery application, in Unreal Engine
- 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 Erros, 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 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

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

Team Size

Sept 2019 - Mar 2020

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