



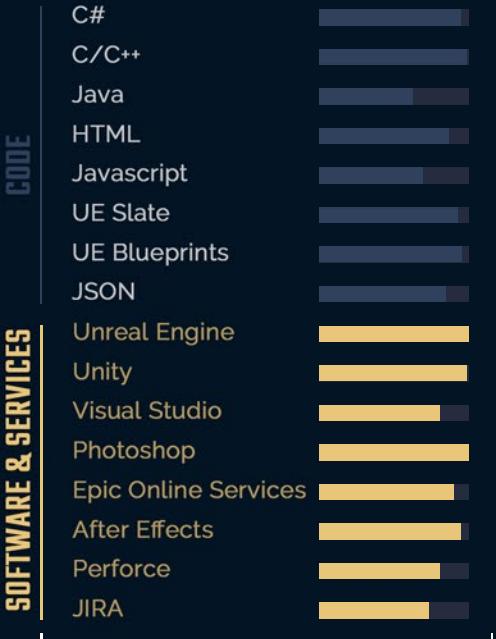
JOSEPH SIEREJKO

game dev | programmer | designer

PROFILE

- joesierejko@rocketmail.com
- 203-500-1261
- Web Portfolio: joehogan23.github.io
- 3 Julius Drive,
East Haven, CT 06513

SKILLS



PROFESSIONAL EXPERIENCE

ui engineer

New Warhammer MMO - Jackalyptic Games

June 2023 - Current

ui engineer

The Witcher: Project Sirius - The Molasses Flood, a CDPR Studio

Apr 2022 - June 2023

ui and account services programmer

First Class Trouble | Just Perfect - Invisible Walls

GAME SHIPPED

Sept 2020 - April 2022

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

Nov 2021 - Feb 2022

mobile ar developer, Dewetron

APPLICATION SHIPPED

Mar 2019 - May 2019

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