JOSEPH SIEREJKO
game dev | programmer | designer

PROFILE

✉ joesierejko@rocketmail.com

📱 203-500-1261

🌐 Web Portfolio:
joehogan23.github.io

📍 87 Hampton Park,
Branford, CT 06405

SKILLS

CODE

- C#
- C/C++
- Java
- HTML
- Javascript
- CSS
- UE Blueprints
- JSON

SOFTWARE & SERVICES

- Unreal Engine
- Unity
- Visual Studio
- Photoshop
- Epic Online Services
- After Effects
- Perforce
- JIRA

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 | Strength Training | Video Games | Graphic Art | Learning

◆ 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

- Refactored Netcode from UNET 2017 to Mirror in Unity 2018
- Developed new feature requests like Chat Messaging, including User Mentions
- Implemented 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 WPF-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
Sept 2019 - Mar 2020
Team Size 👤👤👤

Redrock Farmer - Independent Project
Programmer, Graphic Designer, UI/UX, WPF Engine Programmer
Sept 2018 - Sept 2020
Team Size 👤

Full-Color Resume: **joehogan23.github.io/Resume.html**