



PROFILE

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- 87 Hampton Park,
Branford, CT 06405

SKILLS

CODE	C#	<div></div>
	C/C++	<div></div>
	Java	<div></div>
	HTML	<div></div>
	Javascript	<div></div>
	CSS	<div></div>
	UE Blueprints	<div></div>
SOFTWARE	NODE.js	<div></div>
	Unity	<div></div>
	Unreal Engine	<div></div>
	Visual Studio	<div></div>
	Photoshop	<div></div>
	SmartFox	<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



JOSEPHSIEREJKO

game dev : programmer : designer

PROFESSIONAL EXPERIENCE

account services and game programmer

Sept 2020 - Current

Invisible Walls

- Developing the Multiplayer Game 'First Class Trouble' using Unreal Engine, currently in Early Access
- Primarily work with C++ and JSON languages, and utilize Blueprints with UE
- 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 the UI interface with Photoshop and Unreal's User Widgets, 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 - Current

- 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 Linker 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 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

PUBLISHED

mobile ar developer, Dewetron

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

Sept 2019 - Mar 2020

Art Director, Programmer, Level Designer, UI/UX

Team Size

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

ON HOLD

'Redrock Farmer' - Independent Project

Sept 2018 - Current

Programmer, Graphic Designer, UI, Engine API

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

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