



# JOSEPH SIEREJKO

game dev : programmer : designer

## PROFESSIONAL EXPERIENCE

RELEASED

Sept 2020 - Current

### account services and game programmer

"First Class Trouble" - Invisible Walls

- ◆ Developing the Multiplayer Game 'First Class Trouble' using Unreal Engine, released on PS Plus for PlayStation 4 and PlayStation 5, and Steam
- ◆ 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, DLC Entitlements, 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

### 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

Art Director, Programmer, Level Designer, UI/UX

Sept 2019 - Mar 2020

Team Size

learn about this project: [joehogan23.github.io/aberrant.html](http://joehogan23.github.io/aberrant.html)

ON HOLD

### 'Redrock Farmer' - Independent Project

Programmer, Graphic Designer, UI, Engine API

Sept 2018 - Current

Team Size

learn about this project: [joehogan23.github.io/redrockfarmer.html](http://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](http://joehogan23.github.io/Resume.html)