

## -Profile

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# SKILLS

C#

C++

Java

HTML

Javascript

CSS

**UE Blueprints** 

NODE.js

Unity

**Unreal Engine** 

Visual Studio

Photoshop

Premiere Pro

After Effects

Perforce

JIRA

Maya

Qubicle

# **EDUCATION**

New England Institute of Technology

2018 - 2020

New England Institute of Technology

2017 - 2018

AS Game Development & Simulation Programming East Greenwich, RI - GPA: 3.88

2009 - 2012

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

**HOBBIES** 



# **JOSEPHSIEREJKO**

game dev : programmer : designer

# PROFESSIONAL EXPERIENCE

# 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 adding breaks to 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 Ling Errors

#### intern programmer, Attollo LLC

Jul 2019 - Sept 2019

- Maintenance Programming for RQ-21 Simulator Software
- Implemented a 3D Model Import and Removal Interface via a XAML Window, updating a master XML file and speeding up the import time by 1000%
- Fixed User Interface Defects reported through Jira

PUBLISHE

#### mobile ar developer, Dewetron

Mar 2019 - May 2019

- Independently Developed AR Application, Published on Apple and Google Play Stores
- Built database of AR Target Images
- Stream videos to application from external server
- Linked provided videos to target images, so videos will overlay images when recognized
- Built a generic, reusable PDF Viewer to display Dewetron's Product Guide
- OnClick events open user's email app for inquiries, and direct user to Product URL's

# GAME PROJECTS

# 'Aberrant' - B.S. Final Project, NEIT Art Director, Programmer, Level Designer, UI/UX

Sept 2019 - Mar 2020

- Organized an efficient weekly 'Scrum, Develop, Test,' Development Cycle
- · Programmed all Aspects of Project
- Created Map Blueprint, and iterated through playtesting results and Scrum Reviews
- Strategy Based AI State Machine with shared State Interfaces between 3 different Enemy Classes. Resulted in Quick Implementation of new Enemy Classes
- Pathfinding system to allow for dynamic and random encounters with enemies
- Sound Event System for AI Hearing Sense, providing smart AI. Uses collision forces on Rigidbodies to broadcast to nearby AI Actors
- Designed lighting and Environment to create a believable and tense environment.
- Implemented Inverse Kinematics to manipulate the character rig to visibly interact with interactable objects
- Wrote a modular device for the player to use against the enemies, including an upgrade system. All Player UI is located on the Device

see more about this project: www.joehogan23.github.io/aberrant.html

#### 'Redrock Farmer' - Independent Project Programmer, Graphic Designer, UI, Engine API

Sept 2018 - Current

- Custom Game Engine .cs Project in MonoGame and Visual C#
- UI Manager to anchor Sprites in World and Screen Space
- Robust Inventory Functionality for manipulating and moving items
- Save And Load System withMultiple save Slots
- Original Pixel Art Sprite and SpriteSheets, using 48 x 48 scale
- Animation scripts with Play Once, Repeat, and Alternate Play Modes
- Collision namespace built into Game Engine for projects to use
- Base Class Item built into Game Engine for other Projects to Inherit and Extend
- Day / Night Cycle

see more about this project: www.joehogan23.github.io/redrockfarmer.html

#### → OTHER EXPERIENCE -

member services, Planet Fitness, February '78 - april '19

technical support specialist, ASSA ABLOY, July '16 - march '17

graphic designer/animator/editor, Verizon FiOS1 News, june 13 - july 16