



JOSEPH SIEREJKO

game dev | programmer | designer

◆ PROFESSIONAL EXPERIENCE

GAME SHIPPED

Sept 2020 - Current

ui and account services programmer

First Class Trouble | Just Perfect - Invisible Walls

- ◆ 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 UI Framework and Epic Online Services for Just Perfect
- ◆ Implemented Account Authentication, Cloud Saves, Party and Friend Features, Commerce, Moderation Tools, DLC Entitlements, and gathering Analytics Metadata
- ◆ Developed all Customization Features, designing the UI interface with Photoshop and UMG, updating the model data, and serializing for Cloud Storage
- ◆ "Cloud-Driven" UI that's updated using JSON files, to seamlessly update various UI elements, without needing a patch
- ◆ Worked with Designers to create a Data Table Driven Pipeline to add new Customization and UI Assets into various parts of the game

Nov 2021 - Feb 2022

ar/vr programmer (contract),

Surgalign - FOCUS VISION MEDIA

- ◆ Fixed a series of bugs 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

Jun 2020 - Sept 2020

gameplay & network programmer,

Naval War College

- ◆ Refactor Netcode from UNET 2017 to Mirror in Unity 2018
- ◆ Implement new feature requests like Chat Messaging, including User Mentions
- ◆ Implement a Spreadsheet Reader to modify/update Systems Data through Excel

Mar 2019 - Mar 2020

programming tutor, NEIT

- ◆ 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 Errors, and Compile Errors
- ◆ Demonstrate practical uses for various Design Patterns, and how they work

Jul 2019 - Sept 2019

intern programmer, Attollo LLC

- ◆ 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

APPLICATION SHIPPED
Mar 2019 - May 2019

mobile ar developer, Dewetron

- ◆ 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

Dec 2021 - Current

Team Size

Monarch Engine - Game Engine (Prototyping)
Engine Developer (Modern OpenGL, C/C++, Lua)

Sept 2019 - Mar 2020

Team Size

Aberrant - Survival Horror Game
Art Director, Level Designer, Lead Programmer, Lead UI/UX Designer

Sept 2018 - Sept 2020

Team Size

Redrock Farmer - Independent Project
Programmer, Graphic Designer, UI/UX, WPF Engine Programmer

Printer-Safe Resume: joe Hogan23.github.io/ResumePrint.html