JOSEPH SIEREJKO
game dev | programmer | designer

PROFILE

✉ joesierejko@rocketmail.com

📱 203-500-1261

🌐 Web Portfolio:
joehogan23.github.io

📍 3 Julius Drive,
East Haven, CT 06513

SKILLS

CODE
- C#
- C/C++
- Java
- HTML
- Javascript
- UE Slate
- 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

ui engineer
New Warhammer MMO - Jackalyptic Games
June 2023 - Current

- As the only UI Engineer, took charge of implementing all of the UI Screens using UMG, C++, and Slate, including animations and effects
- Created a Widget Pooling Editor Module to reallocate removed widgets that haven't been Garbage Collected
- Implemented a slate-based global anchoring system to manage UI from anywhere in the projet by Gameplay Tag lookup

ui engineer
The Witcher: Project Sirius - The Molasses Flood, a CDPR Studio
Apr 2022 - June 2023

- Maintained complete ownership over UI as the only UI Engineer on the team
- Developed intuitive systems in UE4 and eventually UE5 to provide tools in UMG for designer friendly functionality.
- Implemented our internal competitor to Common UI, with a robust Button style system, an automated rerouting subsystem to seamlessly track gamepad and mouse input without needing to add additional code branches, or use the "bubble-up" method
- During the upgrade to UE5, rebuilt our entire UI codebase to work with Common UI, reworking over 600 files and UMG assets

ui and account services programmer
First Class Trouble | Just Perfect - Invisible Walls
GAME SHIPPED
Sept 2020 - April 2022

- 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 varios parts of the game

ar/vr programmer (contract),
Surgalign - FOCUS VISION MEDIA
Nov 2021 - Feb 2022

- 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

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 👤

Printer-Safe Resume: **joehogan23.github.io/ResumePrint.html**