game dev : programmer : designer

JOSEPHSIEREJKO

PROFESSIONAL EXPERIENCE

gameplay & network programmer (temp),

Naval War College

Migrate Netcode from UNET 2017 to Mirror in Unity 2018

Fully integrate Chat Messaging Features, including User Mentions

Jun 2020 - Current

Implement a Spreadsheet Reader to modify/update Systems Data through Excel Add additional Gameplay Feature Requests

## PROFILE

##### [joesierejko@rocketmail.com](mailto:joesierejko@rocketmail.com)

programming tutor, NEIT

Support students in Learning New Programming Languages

Mar 2019 - Mar 2020

##### 203-500-1261

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 Linq Errors

##### joehogan23.github.io

intern programmer, Attollo LLC

Jul 2019 - Sept 2019

##### 87 Hampton Park,

Branford, CT 06405

Maintenance Programming for RQ-21 Simulator Software, using C, C++, C#, and XAML Implemented a XAML-based 3D Model Impoter 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

## SKILLS

### mobile ar developer, Dewetron

Mar 2019 - May 2019

##### C# C/C++

Java HTML

Javascript CSS

UE Blueprints

NODE.js

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

##### Unity

‘Aberrant’ - B.S. Final Project, NEIT

Sept 2019 - Mar 2020

##### Unreal Engine Visual Studio

Photoshop

SmartFox After Eﬀects Perforce JIRA

Maya

Qubicle

Art Director, Programmer, Level Designer, UI/UX Team Size

Organized an Eﬃcient weekly ‘Scrum, Develop, Test,’ Development Cycle

Strategy Based AI State Machine with shared States between 3 diﬀerent Enemy classes. Resulted in Quick Implementation of new Enemy classes

Pathﬁnding System to allow for Dynamic Random Encounters with Enemies

Sound Event System for AI Hearing Sense, providing Smarter 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

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

ON HOLD

‘Redrock Farmer’ - Independent Project

Sept 2018 - Current

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

2009 - 2012

BS Digital Recording Arts East Greenwich, RI - GPA: 2.90

#### Programmer, Graphic Designer, UI, Engine API Team Size

Custom Game Engine in MonoGame and Visual C# (Forms)

UICanvas and UIElement classes for Sprites and Text in World and Screen Space Robust Inventory Functionality, for manipulating and moving items

Save And Load System with Multiple Save Slots

Collision namespace in Engine API for Custom Collision, including Filters Abstract class ‘Item’ built into Game Engine to Inherit and Extend functionality Original Pixel Art Sprites and SpriteSheets, using 48 x 48 scale

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

## HOBBIES

OTHER EXPERIENCE

member services, Planet Fitness, february ‘18 - april ’19

JOSEPHgame dev : programmer :SIEREJKOdesigner

PROFESSIONAL EXPERIENCE

gameplay & network programmer (temp), Jun 2020 - Current

Naval War College

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Stream Videos from External Server to overlay Target Images

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CODE Javascript Button Events open email for Inquiries, and directs user to Product Links

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UE Blueprints GAME PROJECTS

NODE.js

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Resulted in Quick Implementation of new Enemy classes

SOFTWARE SmartFox Pathﬁnding System to allow for Dynamic Random Encounters with Enemies

After Effects Sound Event System for AI Hearing Sense, providing Smarter AI. Uses collision forces

on Rigidbodies to broadcast to nearby AI Actors

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JIRA Implemented Inverse Kinematics to manipulate the character rig to visibly interact with interactable objects

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

Qubicle

ON HOLD

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New England Institute of Technology 2017 - 2018 Save And Load System with Multiple Save Slots

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East Greenwich, RI - GPA: 3.88 Abstract class ‘Item’ built into Game Engine to Inherit and Extend functionality

New England Institute of Technology 2009 - 2012 Original Pixel Art Sprites and SpriteSheets, using 48 x 48 scale

BS Digital Recording Arts see more about this project: **joehogan23.github.io/redrockfarmer.html**

East Greenwich, RI - GPA: 2.90

HOBBIES OTHER EXPERIENCE

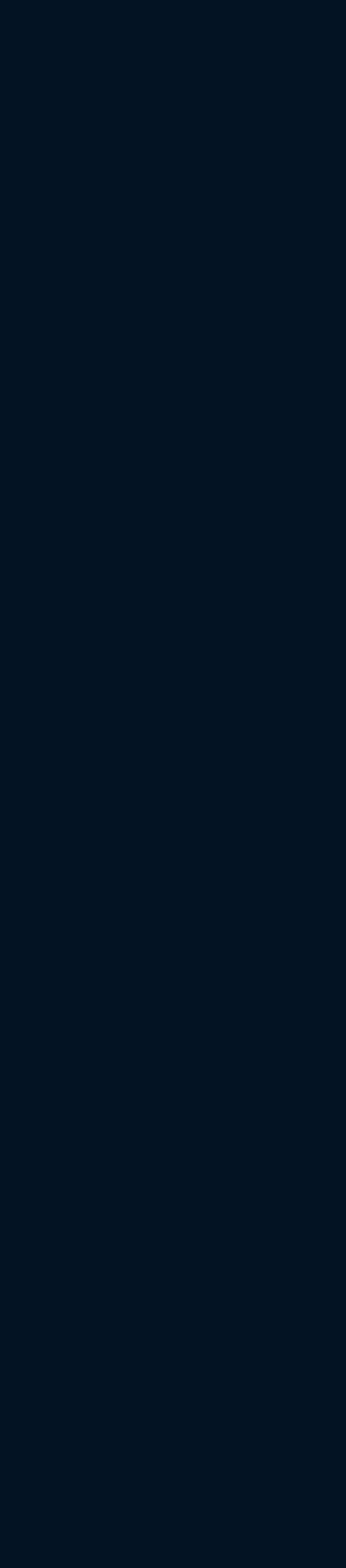
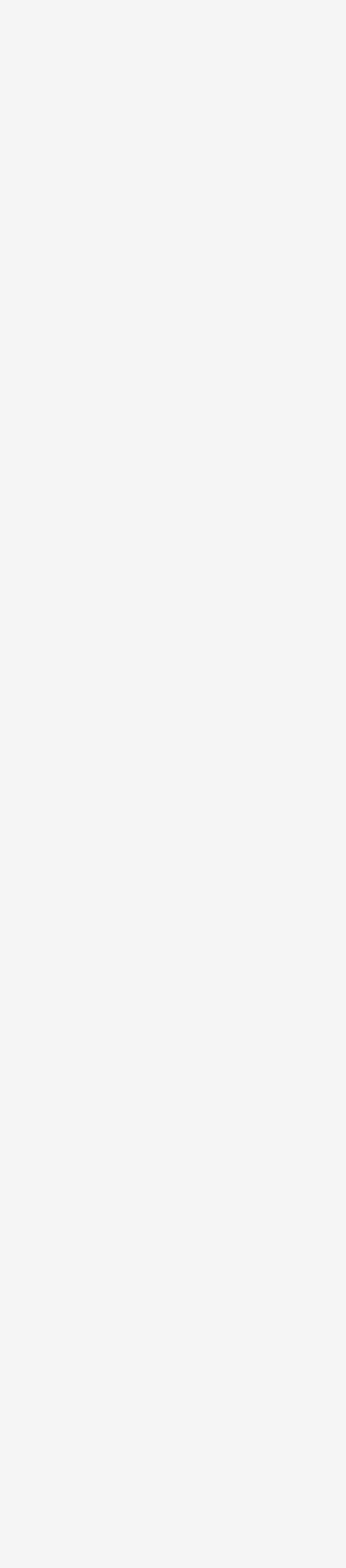
member services, Planet Fitness, february ‘18 - april ’19

Writing Training Games

Creative Strength Video technical support specialist, ASSA ABLOY, july ‘16 - march ’17

GraphicArt Learning graphic designer/animator/editor, Verizon FiOS1 News, june ‘13 - july ’16

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



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References Furnished Upon Request

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

SOFTWARE

CODE

technical support specialist, ASSA ABLOY, july ‘16 - march ’17

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

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References Furnished Upon Request