

Joseph Sak

PROGRAMMER

CONTACT

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SKILLS

Languages

- C#
- JavaScript
- Python
- HTML/CSS

Software

- Unity
- Playfab
- Visual Studio
- Photon Quantum
- Photon Realtime
- Microsoft Excel/Word/Powerpoint
- Adobe Premiere/XD

Platforms Developed For

- Windows/Mac/Linux
- Steam/Steam Deck
- PlayStation 4/5
- Xbox Series X|S
- Xbox One
- Nintendo Switch
- Mobile

Soft Skills

- Public Speaking
- Presentations
- Product Showcases

EDUCATION

Games and Interactive Media BA
Game Design and Development Minor

Michigan State University

2017-2021

#7 ranked games program in North America by the Princeton Review
3.83/4.0 GPA in major

- Global Game Jam Site Organizer
- Public Relations Officer for MSU Game Development club (Spartasoft)

WORK EXPERIENCE

UI/Data Programmer

Will Winn Games

July 2021 - Present

- Worked on **Plunder Panic** and its release across 9 platforms
- The game is a 2D brawler for 1-12 players local and online multiplayer
- Programmed all User Interfaces (UI) and implemented designs
- Designed multiple interfaces ground up
- Created player data systems for local and cloud saving
- Created matchmaking and Elo systems for competitive play
- Created fun and engaging gameplay systems for players to interact with online
- Ensured Art and Programming teams collaborated and communicated effectively and efficiently
- Managed console porting for PlayStation 4 and 5
- Assisted in console porting for Xbox Series X|S, Xbox One, and Nintendo Switch
- Was in charge of Technical Requirements (TRC) compliance on all platforms
- Ran booths at PAX East, Indiecade, and Youmacon.

Gameplay/Data Programmer

Games for Entertainment and Learning Lab

January 2020 - May 2021

- Worked on **Village Builder**, deployed on mobile
- Deployed and used for multinational research on Malaria and HIV/AIDS in Malawi and Uganda
- Wrote a real time isometric city builder, handled design, programming, deployment, and maintenance
- Was in charge of data collection and compression for extremely poor infrastructure and field conditions
- Worked on **BPG Africa**, also deployed on mobile
- Took over long term support and updates, used in the aforementioned study
- Programmed two additional mini games to supplement the study

Gameplay/Cinematics Programmer

Empathetic Games Initiative

May 2018 - August 2019

- Helped to create single player artistic games for installments at museums and convention halls
- Created cinematic camera shots and cutscenes across multiple projects

OTHER MAJOR PROJECTS

Star Strikers

January 2021 - May 2021

- Online Multiplayer space dogfighting game
- Created gameplay loop and refined hit registration
- Developed with Bungie oversight as an industry partner

Mail Snail

September 2020 - December 2020

- 2D Puzzle Platformer
- Created and updated player controller throughout development
- Implemented 2D lighting throughout the game