

Joseph Sak

PROGRAMMER

CONTACT

810-986-5898

cyrogem@gmail.com

www.cyrogemgames.com

SKILLS

Languages

- C#
- JavaScript
- Python
- HTML/CSS

Software

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

Platforms

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

Soft Skills

- Collaboration
- Public Speaking
- Presentations
- Product Showcases
- Voice Acting

EDUCATION

Games and Interactive Media BA
Game Design and Development Minor

Michigan State University

Graduated 2021

3.83/4.0 GPA in major

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

WORK EXPERIENCE

Lead Programmer

Will Winn Games

October 2023 - Present

- Lead a team of 5 programmers and designers on a variety of projects
- Lead system design, delegate tasks efficiently across team members
- Onboard, mentor, and train interns and juniors into our dev ecosystem

UI/Data Programmer

Will Winn Games

July 2021 - October 2023

- Worked on **Plunder Panic** and its release across 11 platforms
- Optimized AI in Photon Quantum environment
- Designed and Programmed all User Interfaces (UI)
- Created player data systems for local and cloud saving
- Created matchmaking and Elo systems for competitive play using Playfab
- Managed collaborative efforts between Art and Programming teams
- Managed console porting for PlayStation 4 and 5
- Assisted in console porting for Xbox Series X/S, Xbox One, and Nintendo Switch
- Led Technical Requirements (TRC) compliance on all platforms
- Ran booths at PAX East, Indiecade, and Youmacon

Systems/Data Engineer

Games for Entertainment and Learning Lab

January 2020 - May 2021

- Worked on **Village Builder**, a real-time, isometric city builder for IOS deployed and used for multinational research on Malaria and HIV/AIDS in Malawi and Uganda
- Was in charge of optimization of data collection and compression accounting for minimal internet uptime and bandwidth
- Took over long term support and updates for **BPG Africa**, also deployed on IOS
- Designed and 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 using Cinemachine

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