

John Michael Buan Yatco

Concord, NH | joyatco96@gmail.com | 603.290.1668 | www.linkedin.com/in/yatcoj | <https://yatcoj.github.io/>

Work Experience

Software Engineer | Skymap Games | Manchester, NH Aug 2023 - Present

- Leading a team and answering user queries on Epic Pro Support (formerly UDN), directly supporting Epic Games' support ticket reduction efforts by solving issues spanning multiple Unreal Engine systems.
- Troubleshoot a multitude of Unreal and Visual Studio issues blocking progress on launching and loading Myth of Empires to Xbox so that port work could begin in earnest on the vast MMO project.

Associate Software Engineer | Skymap Games | Manchester, NH Aug 2021 - Aug 2023

- Worked on Don't Starve Pocket Edition and Don't Starve Shipwrecked.
- Developed titles released on multiple platforms such as Steam, Xbox One, Xbox Series S/X, Android, AppleTV, and iOS.

Desktop Support Technician Co-op | MIT | Cambridge, MA Sep 2018 – Dec 2018

- Maintained computer systems and peripherals for 50 plus staff in the Department of Facilities.
- Resolved tickets regarding desktop, printer, phone, and office equipment issues immediately.
- Responded to user inquiries to fully address issues and explained details in an easy to understand manner to the user about what was altered.

QA Automation Co-op | MFS | Boston, MA Jan 2018 – May 2018

- Automated error checking in the company's web application using Java, Eclipse, and Selenium.
- Updated existing automation test scripts in order to improve consistency and efficiency.
- Managed the alteration to the format of test logs in the company's core framework with the intention of improving readability by coordinating ideas with two other colleagues.

Projects & Research

Game Development In Unity | Personal Project Apr 2021 – Apr 2022

- Designed personal games and learned how to create everything from the ground up such as utilizing blender to create original assets and objects.
- Coded user interface, functions and scripts in C# with the Unity 3D engine.

Collaborative Paint Tool | Senior Project May 2019 – Aug 2019

- Created a digital art collaboration tool that enabled multiple users from different machines, connected to a server through TCP connections, to work on an image in real time.
- Manipulated pixels to provide a variety of brushes for users to create or alter an image.
- Developed this tool in C# using WPF forms provided by Visual Studio with another student.

Budgeting App | Software Engineering Jan 2019 – May 2019

- Developed a mobile app for android devices that keeps track of the user's money spent.
- Displayed visual representations of how the money was spent based on the information recorded.
- Designed the app with two students using IEEE coding standards and programmed in Android Studio.

Education

Wentworth Institute of Technology | Boston, MA Aug 2015 – Aug 2019

Bachelor of Science in Computer Science, Minor in Computer Networking

Overall GPA: 3.97 / 4.00; Summa Cum Laude, Dean's List

Skills

Advanced: Java, C#

Comfortable: C++, Lua, JavaScript, HTML/CSS, SQL

Software: Unreal Engine, Eclipse, Visual Studio, Android Studio, Microsoft Suite, Xcode, MySQL

Operating Systems: Windows