

John Matthew Gan

Frontend Software Engineer

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City of Mandaluyong

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Motivated and experienced in developing applications, collaborating with teams, and committed to enhancing user experience and optimizing performance to deliver solutions that help people with everyday problems.

Education

De La Salle University – Manila

Bachelor of Science in Computer Science, Major in Software Technology

2019 – 2024

Malate, Manila, Metro Manila

Jubilee Christian Academy

STEM, Specialization in Information and Communications Technology

2017 – 2019

Cubao, Quezon City, Metro Manila

Work Experience

The LaSallian, DLSU Manila

Web Developer

January – April 2023

Malate, Manila, Metro Manila

> Observed the section's web development practices and etiquette and helped in the development of a special website.

The LaSallian, DLSU Manila

Menagerie Section Staffer

August 2021 – present

Malate, Manila, Metro Manila

> Involved in the storyboarding and writing of feature and coverage articles about arts, culture, and socio-political topics.

Department of Public Works and Highways

Networking Office Intern

April 2019

Pinyahan, Quezon City, Metro Manila

> Provided assistance and troubleshooting for multimedia setups and handled office paperwork.

Batch 2019 Graduation Project, Jubilee Christian Academy

Technical Committee Member

August 2018 – May 2019

Cubao, Quezon City, Metro Manila

> Created the event backdrop, participated in ocular visits, and staffed the audio-visual equipment during the event proper

Projects

CentralandPH

HTML, CSS, JS, React, Git, Web Design, UX

May 2023 – present

> Ongoing development of a consolidated e-commerce web prototype.

The LaSallian De La Salle Brothers Special

HTML, CSS, PHP, JS, Git, Web Design, UX

March – April 2023

> Developed a special website featuring the De La Salle Brothers in the Philippines.

Histohance image enhancer

Python, Flask, Computer Vision, Git, UX

June – July 2022

> Developed the Flask frontend of a web app that performs histogram equalization image enhancement.

DLSU ID Number Verification

HTML, CSS, JS, jQuery, Git, UX

May 2022 – July 2022

> Simple web app for verifying and generating DLSU student ID numbers using Bootstrap and jQuery

Tetris

Java, Git, Game Design, UX

July – Sept 2021

> Worked on the user interface and frontend of a Tetris mobile game for the Android platform.

Cobalt Valley Research Facility

Luau, Python, Git, Game Design, Community Management, Agile, UX

May 2015 – March 2022

> Created the game concept and world design and scripted some in-game features.

> Attained invaluable experience with gameplay and design mechanics, player retention, and world design factors.

> Worked remotely with a team of volunteer developers using an informal agile project management workspace.

Communication

English Native

Filipino Native

Chinese Elementary

Spanish Beginner

Skills

Frameworks Express, NodeJS, jQuery, Spring, React, and Flask

Programming Languages Java, JavaScript, Python, C, SQL, Luau

Markup Languages HTML, CSS, Markdown, LaTeX, Wikipedia/MediaWiki markup

Software Tools Visual Studio Code, IntelliJ IDEA, Android Studio, Roblox Studio, Jupyter, Google Colab, Figma, Overleaf, Diagrams.net

Others High affinity for idea discussion, quick learner, and team-oriented

Interests

Sentiment analysis, information design, graphic design, game design, sociology, UX studies, transportation studies, urban planning