John Matthew Gan

Software Engineer

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A strongly motivated individual experienced in developing applications, collaborating with teams, and committed to delivering scalable software solutions with the user experience in mind.

🎓 Education

De La Salle University – Manila — 2019 – 2024
Bachelor of Science in Computer Science, Major in Software Technology — *Malate, Manila, Metro Manila*

Jubilee Christian Academy — 2017 – 2019
STEM, Specialization in Information and Communications Technology — *Cubao, Quezon City, Metro Manila*

💼 Work Experience

DLSU AdRIC - TE3D House, DLSU Manila — September – December 2023
Full-Stack Web Developer — *Malate, Manila, Metro Manila*
> Working on the development, testing, and deployment of a trained automatic speech recognition system for a health chatbot.

The LaSallian, DLSU Manila — January – April 2023
Web Developer — *Malate, Manila, Metro Manila*
> Observed the section's web development practices and etiquette and helped in the development of a special website.

Department of Public Works and Highways - Region IV-B — April 2019
Networking Office Intern — *Pinyahan, Quezon City, Metro Manila*
> Provided assistance and troubleshooting for multimedia setups and handled office paperwork.

Batch 2019 Graduation Project, Jubilee Christian Academy — August 2018 – May 2019
Technical Committee Member — *Cubao, Quezon City, Metro Manila*
> Created the event backdrop, participated in ocular visits, and staffed the audio-visual equipment during the event proper

⚗ Projects

💼 FilBis — September – December 2023
HTML, CSS, JS, Kaldi, Python, FastAPI, Web Audio, Linux
> Developed an ASR server hosted on an Ubuntu server for a Kaldi-based ASR system for a multilingual health assessment chatbot.

💼 CentralandPH — May – August 2023
HTML, CSS, JS, React Native, Web Design, UX
> Contributed to the development of a consolidated e-commerce web prototype.

💼 The LaSallian De La Salle Brothers Special — March – April 2023
HTML, CSS, PHP, JS, Web Design, UX
> Developed a static website featuring the De La Salle Brothers in the Philippines.

💼 Histohance image enhancer — June – July 2022
Python, Flask, Computer Vision, UX
> Developed the Flask frontend of a web app that performs histogram equalization image enhancement.

💼 Tetris — July – Sept 2021
Java, Game Design, UX
> Worked on the user interface and frontend of a Tetris mobile game for the Android platform.

💼 Cobalt Valley Research Facility — May 2015 – Oct 2018, April 2020 – March 2022
Luau, Python, Game Design, Community Management, Agile, UX
> Worked on the concept, world design, and scripting of a Roblox game with a remote team using informal agile project management.
> Attained invaluable experience with gameplay and design mechanics, player retention, and world design factors.

💬 Communication

English *Native*	**Filipino** *Native*	**Chinese** *Elementary*	**Spanish** *Beginner*

⚙ Skills

Frameworks   NodeJS, jQuery, Spring, React Native, and Flask
Programming Languages   JavaScript, Python, Java, C, SQL, Luau
Markup Languages   HTML, CSS, Markdown, LaTeX, Wikipedia/MediaWiki
Software Tools   VSCode, IntelliJ IDEA, Android Studio, Roblox Studio, Jupyter, Colab, Figma, Overleaf, Diagrams.net
Others   Open-minded, team player, self-learner, passionate, and perseverant

👓 Interests

Sentiment analysis, machine learning, UX design, information design, game design, sociology, maps, urban planning