

John Matthew Gan

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To attain new and improve existing personal and technical skills to be more proficient and versatile in creating and managing software applications that provide people-centric solutions to everyday problems.

EDUCATION

Bachelor of Science in Computer Science - Major in Software Technology De La Salle University – Manila Malate, Manila, Philippines	2019 - 2023
STEM - Specialization in Information and Communications Technology Jubilee Christian Academy Cubao, Quezon City, Philippines	2017 - 2019

RELATED COURSEWORK

Information Management	Advanced Algorithms and Complexities
Object-Oriented Programming	Human-Computer Interactions
Web Application Development	Mobile Application Development
Artificial Intelligence Systems	Advanced Software Engineering

INTERNSHIP EXPERIENCE

Networking Office Intern Regional Office IV-B, Department of Public Works and Highways Philippines	April 2019 (3 days)
<ul style="list-style-type: none">• Provided assistance and troubleshooting for multimedia setups and handled office paperwork.	

VIRTUAL AND ON-CAMPUS INVOLVEMENT

Menagerie Section Staffer The LaSallian, DLSU Manila	August 2021 - present
<ul style="list-style-type: none">• Involved in the writing, interview proper, and transcription of 16 features articles and 4 coverage articles.• Successfully pitched 5 article ideas during storyboard pitches.	
Associate Vice President of Publicity and Creatives La Salle Computer Society, DLSU Manila	Oct 2020 – Oct 2021
<ul style="list-style-type: none">• Created and published 21 posters for the organization's different projects and initiatives.• Helped suggest improvements to the workflow of artists in the organization.	
Executive for Research and Development CATCH 2T23 Batch Student Government, DLSU Manila	Jan 2020 - Oct 2020
<ul style="list-style-type: none">• Headed a monthly article publication that highlights new discoveries in computer technology.	
Technical Committee Member Batch 2019 Graduation Project, Jubilee Christian Academy	Aug 2018 - May 2019
<ul style="list-style-type: none">• Created the event backdrop, was involved in ocular visits, and staffed the audio-visual equipment during the event proper.	

SEMINARS AND TRAININGS

Trainee Project Management Certification Program for Student Leaders, DLSU Manila	Jul 2020 – Aug 2020
Trainee Junior Officer Program, La Salle Computer Society, DLSU Manila	Sept 2019 – Sept 2020
Participant Academic Roadshow 2019, Game Developers Association of the Philippines	Aug 2019
Participant AWS Siklab Pilipinas 2019, Amazon Web Services and Edukasyon.ph	May 2019

Delegate**Jan 2019**

Junior Form Function and Class 2019, Philippine Computing Organizations Alliance

Participant**Jan 2019**

Code Weekend 2019: Coded For The Future, YouthHack Manila

SKILLS AND INTERESTS

Spoken languages:	Fluent in English and Filipino.
Frameworks:	Express, NodeJS, jQuery, Spring, and Flask
Languages:	C, Java, JavaScript, SQL, Lua, Roblox Luau, and Python HTML, CSS, Markdown, and Wikipedia/MediaWiki markup
Software tools:	Adobe Photoshop, Adobe Premiere Pro, Figma, Blender Visual Studio Code, IntelliJ IDEA, Android Studio, Google Apps Suite
Research interests:	Transportation studies, urban planning, game design, social studies, UX studies
Other skills:	Can type at 380 characters per minute (CPM) High affinity for writing and idea discourse Adaptable to different work styles and perspectives

KEY PROJECTS

Tetris	July 2021 – Sept 2021
Major course output for Mobile Application Development	
<ul style="list-style-type: none">Worked on the user interface and code refactoring of a Tetris mobile game for the Android platform.	
Wardrobe Choices Mnl Inventory System	July 2021 – Sept 2021
Web-based clothing sales and inventory system for a client	
<ul style="list-style-type: none">Acted as product owner of the development team, undertaking the responsibilities of communicating with the client, writing relevant support documents, and keeping track of any product backlog items.Acted on internal issues within the team with necessary action taken to avoid impeding the workflow.	
Roblox Research Facilities Database	June 2021 – July 2021
Google Sheets-based web scraper	
<ul style="list-style-type: none">Used Roblox's public API to organize and automatically obtain and update an exhaustive list of the most visited research facility roleplay experiences on the Roblox game platform.	
Cobalt Valley Research Facility	May 2015 – March 2022
Indie sci-fi roleplay game on the Roblox platform	
<ul style="list-style-type: none">Created the concept of the game and world design, implemented some of the game scripting, and actively manages and moderates the game's community Discord server.Attained invaluable experience with the design of gameplay mechanics, player retention, and world design factors through working on the game.Working remotely with a team of volunteer developers as a passion project using an informal agile project management workspace.	

RESEARCH PROJECTS

Choa, J., Co, E., Cua, J., Gan, J., & Uy, J. (2018). *The Effects of Microtransactions Done in Hearthstone on the Budgeting Ability of Senior High School Students*

Major course output for Practical Research 1, Jubilee Christian Academy

- Conducted a research study on a small sample of high school students to determine if players who used microtransactions in the game *Hearthstone* had a better or worse budgeting ability.