

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.

Skills

Frameworks and Technologies NodeJS, jQuery, Spring, MongoDB, Bootstrap, FastAPI, and Flask

Programming Languages Python, JavaScript, Java, C, SQL, Lua, and Google Apps Script

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

Software Tools VSCode, IntelliJ IDEA, Android Studio, Roblox Studio, MySQL, Git, Jupyter, Colab, Notion, Figma

Work Experience

DLSU AdRIC - TE3D House, DLSU Manila

Full-Stack Web Developer

September – December 2023

Manila, Metro Manila

> Developed, tested, and deployed a trained automatic speech recognition system for a health chatbot.

The LaSallian, DLSU Manila

Frontend Web Developer

January – April 2023

Manila, Metro Manila

> Helped develop a static website for my university's student publication featuring the De La Salle Brothers in the Philippines.

Department of Public Works and Highways - Region IV-B

Networking Office Intern

April 2019

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

Quezon City, Metro Manila

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

Projects

FilBis Health Chatbot App

HTML, CSS, JS, Kaldi, Python, FastAPI, Web Audio, Linux

September – December 2023

> Developed a Kaldi-based ASR system onto an Ubuntu server that serves as a backend for a multilingual health assessment chatbot.

CentralandPH E-Commerce Prototype

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

May – August 2023

> Contributed to the UI design and layout of an e-commerce website prototype.

The LaSallian De La Salle Brothers Special Website

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

March – April 2023

> Developed a static website featuring the mission and history of the De La Salle Brothers in the Philippines.

Affect regression of tweets from the Philippines using emoji-based labels

Sentiment Analysis, Automated Annotation, Emoji Lexicons, Neural Networks, Twitter, Python, Pandas, Tensorflow, PyTorch

September 2022 – August 2023

> Undergraduate Thesis. Developed Python scripts for data collection and analysis and trained language models using CNN and BERT.

Histohance Image Enhancer Tool

Python, Flask, Computer Vision, UX

June – July 2022

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

Tetris Android Game

Java, 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 Roleplay Game

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

May 2015 – October 2018, April 2020 – October 2022

> Worked on the concept, game design, and scripting of a Roblox game with a remote team using informal agile project management.

Education

De La Salle University – Manila

Bachelor of Science in Computer Science, Major in Software Technology

2019 – 2024

Manila, Metro Manila

Jubilee Christian Academy

STEM, Specialization in Information and Communications Technology

2017 – 2019

Quezon City, Metro Manila