John Matthew Gan

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⚙ Skills

Languages   Python, AppScript, JavaScript, Lua, HTML, CSS, jQuery, Java, SQL

Technologies   Node.js, Express, React, Next.js, Bootstrap, Jupyter, Pandas, Tensorflow, Amazon Lex, Amazon Lambda

💼 Work Experience

Pointwest Digital Corporation
Python Developer

June 2024 – present
Quezon City, Metro Manila

› Annotated and assessed Python code used for training a large language model coding assistant.

› Created automated data analysis and progress tracking tools involving data modeling and multiple web endpoints.

› Worked on a Lex-based property search chatbot integrated with Lambda functions.

DLSU AdRIC - TE3D House, DLSU Manila
Web Developer

September – December 2023
Manila, Metro Manila

› Spearheaded the integration of a low-level automatic speech recognition system with a Gunicorn web server with REST API endpoints. Worked with other interns to help identify and resolve chatbot dialogue tree issues on DialogFlow CX on Google Cloud.

⚗ Projects

FilBis Health Chatbot App
September – December 2023

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

› Deployed a Gunicorn web server with a Kaldi-based ASR system that handles REST API requests from a web-based multilingual health assessment chatbot.

› Maintained the server during the testing of the chatbot app and fixed bugs related to performance and server reliability.

The LaSallian De La Salle Brothers Special Website
March – April 2023

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

› A static website featuring the mission and history of De La Salle Philippines. Developed the timeline and image carousel views and helped optimize the website for mobile devices.

Affect regression of tweets from the Philippines using emoji-based labels
September 2022 – August 2023

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

› Undergraduate thesis on developing a sentiment prediction model for text using CNN and BERT.

› The model was trained on tweets from the Philippines, which were automatically annotated with sentiment and emotion values. These values were derived from an emoji lexicon that maps each emoji to a corresponding numerical sentiment and emotion magnitude.

› Developed the Python scripts for model training and performing data collection and analysis and helped in research writing.

Histohance Image Enhancer Tool
June – July 2022

HTML, CSS, Python, Flask, Computer Vision, UX

› Developed a vanilla HTML and CSS frontend for a Flask web app that performs histogram equalization image enhancement on user-inputted images.

DLSU ID Number Verification and Generator
May 2022

HTML, CSS, JS, Web Design, Bootstrap

› Developed a web app that verifies DLSU ID numbers and generates all possible ID numbers based on a checksum.

Cobalt Valley Research Facility Roleplay Game
May 2015 – October 2018, April 2020 – October 2022

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

› Designed and conceptualized a Roblox sci-fi roleplay game. Scripted most of the early versions of the game and implemented game features. Worked with a remote team using informal agile project management.

› Used and maintained a Discord server for feedback and communications with the community centered around the game.

🎓 Education

De La Salle University – Manila
Bachelor of Science in Computer Science with Specialization in Software Technology

2019 – 2023
Manila, Metro Manila