

Marco Allen A. Gianan

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<https://goof312.github.io/portfolio-website/>

An aspiring software engineer with a strong passion for programming and system design, focused on creating solutions that improve people's lives through technology.

EDUCATION

B.S COMPUTER SCIENCE

- Mapua's Malayan Colleges Laguna

Calamba, Calabarzon
November 2025–Expected

TECHNICAL SKILL

LANGUAGES/TOOLS/Frameworks/CONCEPT

- Python, JavaScript, C#, SQL, HTML, CSS, JAVA, GitHub, Docker
- .Net, ASP.NET MVC, Django, Flask, Bootstrap
- DSA, OOP, Data Analytics, Machine Learning, Software Engineering

PROFESSIONAL EXPERIENCE

STMicroelectronics inc., Software Engineer Intern

Calamba, Calabarzon
April 2025–Present

- Developed a web-based Magazine Inventory System using C#, ASP.NET MVC, SQL Server, and Bootstrap, integrating barcode scanning, role-based access, and real-time audit tracking streamlining operations and reducing inventory errors across production and storage areas.
- Built an Industrial Gas Inventory System to track CO₂, Argon, O₂, and mixed gases with barcode-based status labelling and transaction logs, improving traceability and safety in gas cylinder handling.
- Created interactive Power BI dashboards to visualize project start dates, plans, and outputs enhancing decision-making, tracking progress, and improving timeline transparency across departments.

PERSONAL PROJECT

Predicting CA19-9 Biomarker Levels (4th Year Thesis)

- A web application for visualizing and predicting CA19-9 levels.
- CA19-9 is a biomarker commonly used in cancer diagnosis, particularly for pancreatic cancer. The application utilizes ensemble learning for predictions.
- The frontend is built using HTML, CSS, Bootstrap, and JavaScript, while the backend is developed with Django and Django REST Framework. Plotly is used for data visualization.

MMCL Online Bookshop System

- The project is a web application designed for MMCL, allowing students to reserve items online at the Blue and Silver Bookshop.
- The application uses HTML, CSS, JavaScript and Bootstrap for the frontend, MS SQL for the database, and ASP.NET MVC for the backend. Chart.js is used for data visualization. Project management is handled through GitHub, and the application is hosted on Azure.

Batuhan (2-Player Game)

- Created a local multiplayer game in Unity using C#. Designed mechanics, animations, and physics to deliver an engaging two-player experience.

CERTIFICATE AND ACHIVEMENT

- CompTIA ITF+ Certified (2024)
- Data Analyst Data Camp
- Consistent Dean's lister (2023)
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- AWS Academy Graduate