



MELZAR JAN CHICO

BS COMPUTER SCIENCE GRADUATE

CONTACT

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SKILLS

Technical Skills

SOFTWARE DEVELOPMENT

HTML CSS JavaScript
Bootstrap ReactJS Flutter
Firebase Cloud Firestore

GENERAL PROGRAMMING

Python SQL C++ C

VERSION CONTROL

Git GitHub

DATA ANALYTICS & VISUALIZATION

MS Power BI MySQL

MICROSOFT OFFICE APPLICATIONS

Word PowerPoint Excel

AGILE SOFTWARE DEVELOPMENT

Languages

English Cebuano Filipino

PROFILE

A multi-faceted learner and a Bachelor of Science in Computer Science graduate from the University of the Philippines Cebu. His current interests include software development, data analytics, and game development.

EXPERIENCE



Data Analyst Intern

P.J. Lhuillier Group of Companies | Jun. 2022 - Aug. 2022 | Makati City, NCR, Philippines (Remote)

- Developed an interactive dashboard and visualized data using Microsoft Power BI and related technologies.
- Implemented SQL commands and queries utilizing MySQL and SQL Server Management Studio.
- Handled, sanitized, and analyzed CSV data of large amounts.



Front-end Developer Intern

MYT SoftDev Solutions, Inc. | Nov. 2021 - Apr. 2022 | Cebu City, Central Visayas, Philippines (Remote)

- Developed the initial front-end ERP web application system for a local client.
- Honed with data modeling using UML diagrams and front-end web application development using ReactJS, HTML, and Bootstrap CSS.
- Cooperated with project managers, backend developers, and designers to come up with efficient, effective, and user-friendly solutions.



Student IT Intern

Kuehne + Nagel Philippines Inc. | Nov. 2018 | Cebu City, Central Visayas, Philippines (On-Site)

- Immersed with the IT support roles and functions with the company: handling computer hardware, managing inventory, and the like.

EDUCATION



Bachelor of Science, Computer Science

University of the Philippines Cebu
Lahug, Cebu City | August 2019 - July 2023

- Major: Computer Science
- Honors: Magna Cum Laude (CGWA: 1.271)



Senior High School Diploma

Science and Technology Education Center
Basak, Lapu-Lapu City | June 2017 - April 2019

- Track: Science, Technology, Engineering, and Mathematics (STEM)
- Honors: With Honors

PROJECTS



Multi-label Video Game Genre Text Classification: Multi-Label Video Game Genre Text Classification Using DistilBERT with Focal Loss Function

February 2022 - June 2022

- Developed a model that performs video game genre classification that classifies video games into one or more genres by fine-tuning a pre-trained model, DistilBERT, a distilled variant of the BERT framework.
- Utilized various Python libraries, especially on handling data (e.g., pandas, numpy), visualizing data (e.g., matplotlib, seaborn), and machine/deep learning (e.g., sklearn, pytorch, transformers).



Project LechGo: CRM Application

February 2022 - June 2022

- Developed the back-end side of the application using Firebase and Cloud Firestore.
- Assisted on the front-end side of the application using Flutter.
- Cooperated and collaborated with three budding software engineers in providing solutions and catering needs for a local Lechonan client utilizing the Agile software development.