

Fahad Matlagitu

GRADUATE/JUNIOR DEVELOPER

Details

Plymouth , United Kingdom
07380433461
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NATIONALITY
Saudi Arabian

Links

[Portfolio](#)
[LinkedIn](#)
[GitHub](#)
[Twitter](#)

Skills

Communication

Creative Thinking

Critical Thinking

Ability to Work in a Team

Teamwork

Java

JavaScript

C#

DHTML

MERN Stack

Hobbies

Video Games, Music, Animation,
Sports, Travelling

Languages

English

Arabic

Profile

My name is Fahad Matlagitu, and I recently graduated from Plymouth University with a degree in Computer Science, specializing in Game Development. During my studies, I had the opportunity to work on full-stack web development projects which piqued my interest, especially MERN stack, which has given me a solid foundation in creating full-stack web applications.

I have experience with JavaScript, including popular libraries such as React and Node.js. Additionally, I am always eager to learn new technologies and am currently exploring Kotlin as my next programming language of interest.

As a passionate learner and driven individual, I am excited about contributing my skills and knowledge to your company. Thank you for considering my application.

Education

BSc Computer Science (Game development), University of Plymouth, Plymouth

SEPTEMBER 2020 — AUGUST 2023

Projects

A day to End, University of Plymouth

SEPTEMBER 2022 — JANUARY 2023

As the project leader for "A Day to End" a PS2-style horror game, my role encompassed the management and coordination of the development team to create a spine-chilling gaming experience. In this game, the player must escape from a relentless monster that relentlessly chases them, creating an intense and terrifying experience.

While the game is still in development and only the first level has been completed, our team has dedicated extensive effort to crafting a high-quality horror experience that will leave players on the edge of their seats. Our team has worked tirelessly to create an immersive environment that puts players in the heart of the horror.

Throughout the development process, my role involved managing team members, delegating tasks, and ensuring that deadlines were met. I took an active role in the game's design, offering suggestions and insights to help craft a horror experience that would capture the imagination of players.

Despite the challenges of developing a horror game, our team has managed to create an incredible first level that we're proud to share with the world. "A Day to End" promises to be a thrilling and chilling gaming experience that horror fans won't want to miss.

<https://trios.wixsite.com/adaytoend/a-day-to-end>

Website for Café, PLYMOUTH

SEPTEMBER 2022 — JANUARY 2023

I have worked as the main lead programmer for a full-stack development that used DHTML to create a website for a cafe that allows the user to book a table. as well as a real-time chat that allows the client to communicate with the cafe workers.