

# Matthew Barlow

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## About me

I am a Computer Science student currently in my year out. I have a flair for developing technical solutions to client challenges. Whether it's creating a bespoke website or using key object-oriented practices to ensure optimum application maintainability, I enjoy working as part of a team to fully realise a client brief.

Throughout the course of my degree I have developed a high level of technical capabilities (I am adept in WordPress, php, Java, C# and standard web languages). My time studying, combined with my industry experience, has taught me the time-management, organisational and communication skills needed to add value in your company.

## Web Developer at Tru Digital

September 2018 – February 2019

- › Creating modern, responsive and entirely bespoke websites.
- › Keeping strong communication leads to clients to get feedback and update them on progress
- › Utilizing WordPress to give the client control over the content of their website
- › Basic plugin development
- › Managing domains and website hosting.

## Web Developer at Group CDG

Summer 2017

- › Creating modern websites.
- › Contacting clients to keep them up to date with progress and gain feedback

## Waiter at Legoland

Summer 2016

- › Ensuring customer satisfaction
- › Keeping a safe and clean environment for diners

## Education and Qualifications

- 2016 – present    Aston University Studying Computer Science  
                         **Year 1 achieving first class honours at 77%**  
                         **Year 2 achieving first class honours at 72%**
- 2015 – 2016        Highdown School Sixth Form Centre  
                         **A-Level Computing grade B**  
                         **A-Level Art grade B**  
                         **A-Level Maths grade C**
- 2014 – 2015        Highdown School Sixth Form Centre  
                         **4 AS-levels Computer Science, Maths, Art and Physics**
- 2009 – 2014        Highdown Secondary School  
                         **11 GCSEs Grades A – C**

### Additional Information

- › Programming lead for a university computer game development module creating a replica of the game 'go' and winning most polished product
- › Social events manager for university computer science society involving representing the society at open days
- › Planned and delivered lessons to students of various year groups
- › Helped at games club for children with autism
- › Produced designs for a school enterprise project
- › Worked in a student team to produce a website for a client that fit their requirements with regular meetings and a final product created.

*References available on request*