

MATTHIUS MLENGAH

Address: Birmingham

Email: matthiusmlengah@gmail.com / [LinkedIn](#) / [Portfolio](#)

As a second-year student pursuing Computer Games Technology, I am actively exploring opportunities to apply my skills in the software engineering field. I am a detail-oriented individual with a passion for technology and a strong foundation in programming languages and software development principles.

Technical Skills

- Python – Web scraping, 2D games, Data generation
- C++ – 2D games, Game Engine, Ray Tracer
- Node JavaScript – Discord Bot, Website backend
- Problem Solving – Designing user friendly applications

Education

2021 – Present (End Date: 2025)

[Higher Education](#), Birmingham City University

Course: BSc Computer Games Technology

2nd year modules:

- C++ Programming for Games – Created a 2D shooting using the SDL2 Library
- Game Studio Production – Developed a horror game as a class
- Web Game Development – Built an endless runner game using three.js
- Computer Graphics – Engineered a ray tracer, and software rasteriser in C++
- Game Engine Architecture – Designed a game engine using C++
- Collaborative Practice – Produced an AR trivia game for west midland police museum, with students from various disciplines

1st year Modules:

- 2D game programming – Developed a 2D structure defence game in unity
- 3D game programming – Constructed a 3D time-based game, where you must defeat enemies before time runs out
- Data structure and algorithms – Implemented my own sorting function, based upon previously established sorting algorithms
- Modelling – Produced 3D models in maya
- Game asset pipeline – Constructing a game level inside unreal engine
- Professional Practice for Game Development – Developing our problem solving skills, by making games that fit a given criteria

2019 - 2021

[Further Education](#), Bishop Challoner Catholic College

- A-Levels: B – C in Computer Science, Business, Mathematics

2013 - 2019

[Secondary](#), Bishop Challoner Catholic College

- GCSEs: 7 – 4 in ICT, Mathematics (7), English literature (7), Combined Science, Business, Design and Technology, English Language (5), Religious Studies, and Geography

Employment

August 2022 – September 2022

Play Scheme Assistant, Rainey Community Creations

- Leadership – Oversaw and led children in group activities
- Support – Assisted my co-workers with their activities
- Safety – maintained a safe environment by ensuring that children adhered to safety procedures when handling fire.
- Safeguarded – From harm they might cause to themselves or others

Summer 2019

Administrator, Beaufort Tutoring

- Web-Design – Layout and Structure
- Administration – Record-Keeping and Documentation, of examination material
- Negotiation – Prices for office supplies
- Data protection – Confidentiality and privacy of clients' information

Work Experience

June 2018: 2 Weeks

Teaching Assistant, Arden Primary School

- Leadership – Lead the students' tennis lesson
- Administration support – Maintaining the physical space of the classroom
- Safety – Regularly cleaning and sanitizing the classroom

Achievements

June 2019

National Citizen Service, Government-Backed Program

- Fundraising – Team speech, that won £100 for our chosen charity
- Team Building – Building a raft together

References

- Available upon request