**About:**  
Back in 2020, during my pursuit of a computer science A-level, I had my initial encounter with programming. Our assignment was to create a 2D game in Python using the Pygame library. It was during this project that my passion for programming truly ignited, as I discovered the thrill of problem-solving and overcoming challenges. This experience laid the foundation for my continued journey in the field of computer science, which led me to join Birmingham City University. Here, I am devotedly studying of computer game technology, to expand my expertise and deepen my understanding in this fascinating domain.  
  
To gain a deeper understanding of my education and professional experience, I encourage you to review the attached CV for comprehensive details.

**Skills:**  
Python:

* Developed 2D games

C++:

* Developed a Game Engine
* Implemented a Software Rasterizer
* Created a Ray Tracer
* Developed 2D games

C#:

* Developed 2D and 3D games using Unity

**Projects:**  
I will be discussing several projects in my upcoming posts, which will be featured in the projects and dev logs sections. Within these write-ups, I will delve into my process of project planning and provide details into the development stages.  
  
Contact:  
If you're interested in collaborating with me, I invite you to get in touch. Feel free to reach out via email at matthiusmlengah@gmail.com or connect with me on LinkedIn by visiting <https://www.linkedin.com/in/matthius-mlengah/>.