Martin Sekeres

A student on BSc in Computer Games Programming

I have been tinkering with games since I was 12 years old. Started with java creating modes for popular game Minecraft and slowly moved to try HTML and CSS; then finally settled on Games Development.

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m Education

BSc in Computer Games Programming, De Montfort University Leicester

October 2018 - Current

HNC in Computer Systems Development, North Warwickshire College Nuneaton

September 2016 - June 2018

Academic Experience

TicTacToe

C++ solo project during my 1st year and 1st term at university. I worked on the following but not limited to the following:

- Programming
- Design
- UI
- Error Handling

To see code please see my portfolio

Frogger

This was my 2nd solo project during 2nd term in my 1st year using C++ and SFML. I worked on the following but not limited to the following:

- Programming
- Design
- Desigr - Ul
- Error Handling
- Textures

To see code please see my portfolio

Bank Heist Game

This game was a group project during my 1st year 2nd semester at university. We worked in group of 5 people to create fully playable game using Unity. I was working on the following

- Programming character and shooting only
- Textures character only
- Animation character only
- Error Handling character only

To see code please see my portfolio