Martin Sekeres

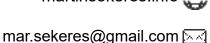
A student on BSc in Computer Games Programming

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.



linkedin.com/in/martinsekeres

martinsekeres.info



m Education

De Montfort University, Leicester

- BSc in Computer Games Programming

October 2018 - Current

North Warwickshire & Hinckley College, Nuneaton

- HNC in Computer Systems Development

September 2016 - June 2018

William Bradford Academy, Earl Shilton

- BTEC ICT Level 3

- BTEC Enterprise and Entrepreneurship Level 3
- Math GCSE
- English GCSE

September 2011 - July 2015

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
- Desig
- 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

William Bradford Academy

During my learning years at William Bradford Academy I helped the head of IT department and head of IT studies setup computers.